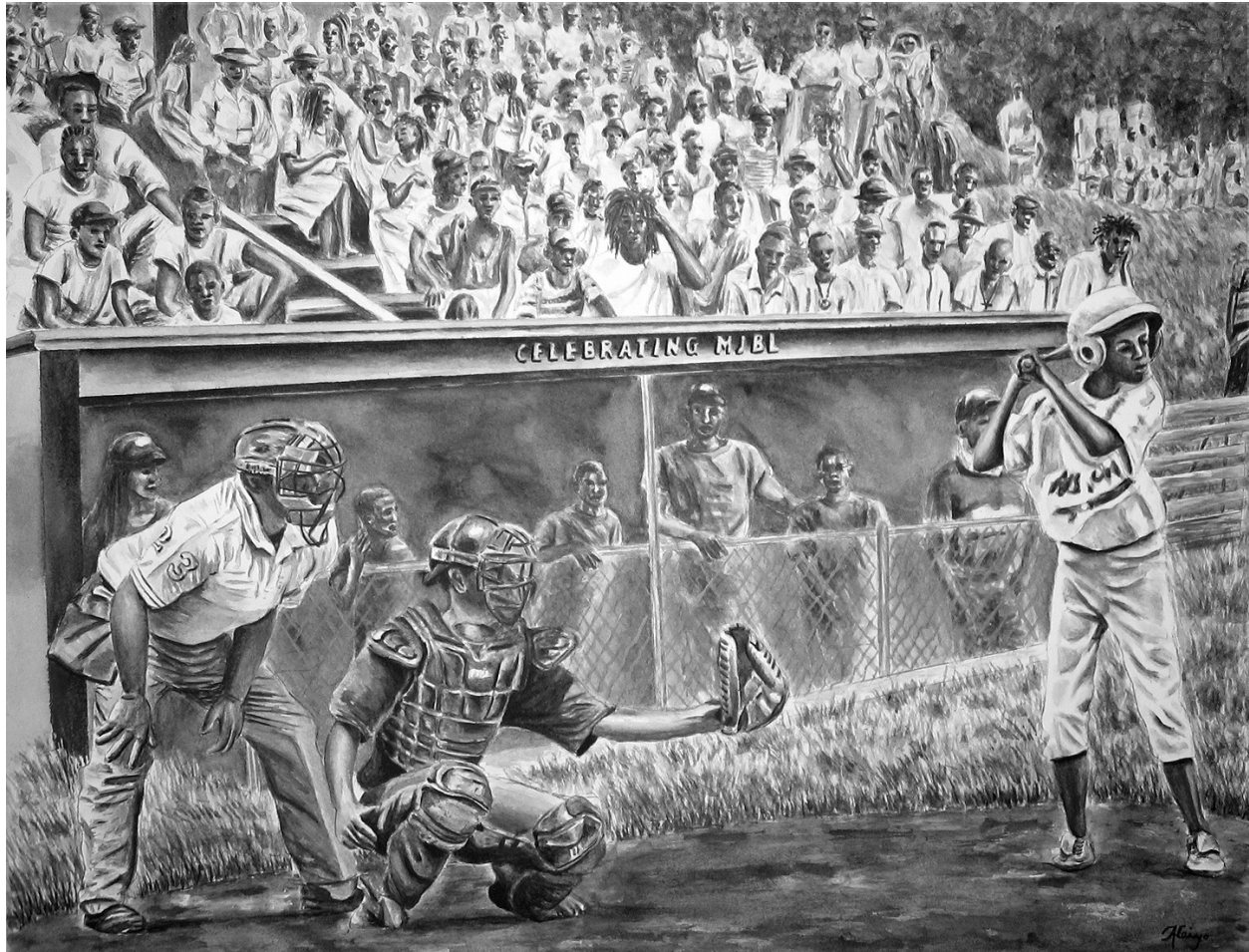


**METROPOLITAN JUNIOR
BASEBALL LEAGUE, INC.
NATIONAL YOUTH BASEBALL LEAGUE**



**OFFICIAL RULES
AND
REGULATIONS**

Metropolitan Junior Baseball League
is committed to our ...



*youth, communities and
institutions of higher learning.*

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PROLOGUE

The Metropolitan Junior Baseball League (“MJBL”) is a 501(c)(3) non-profit organization that was established in 1966 by Dr. William Forrester and Mr. Caesar Barron. It was conceived because there were limited opportunities for African-American youth to participate in organized baseball. MJBL was formed to provide baseball for youth of all nationalities who had a desire to play. The league was designed to provide wholesome fun through the sport of baseball for the youngsters in Richmond, Virginia.

In 1991 MJBL launched its Inner City Classic (“Classic”) in the City of Columbia, SC. It was designed to provide urban youth the opportunity to travel to other cities, compete in the game of baseball and to be exposed to diverse cultures. As the Classic grew, it became apparent that this event would fulfill a niche for a segment population to once again embrace the game of baseball. Thus, through this evolution MJBL has expanded its scope to offer league play and a championship tournament on a National level. MJBL will crown a National Champion annually for the 12 and under age group. MJBL will continue to coordinate with Historically Black Colleges and Universities (“HBCUs”) to host the Classic. It will continue to be offered to youth ages 13 through 19 to expose them to the educational and cultural enrichment opportunities that are available to them through these institutions of higher learning.

Rules and Regulations of MJBL’s 12 and under division that includes machine/coach pitch and tee-ball are designed to focus on fundamentals. The overall objective is to keep our youth actively engaged through practices and games to make this sport exciting and fun at an early age. Rising 13 year olds are encouraged to join their nearest Major League Baseball Reviving Baseball in the Inner City (“RBI”) program. Although MJBL will offer baseball to 13 through 19, it by no means intends to conflict or compete with the RBI league. MJBL officials will coordinate with RBI officials to ensure that tournament dates do not conflict. Membership in both leagues is advisable for those who qualify. No league, team or individual that is not in good standing with the RBI league will be permitted to join MJBL.

The unique facet of MJBL is the requirement that all leagues will provide avenues for their league members to stay actively involved in educational, cultural enrichment, and athletic endeavors after league play has concluded. This will be accomplished through collaboration with other youth serving agencies (see appendix K) to afford athletes a comprehensive program for their development. *The Commissioner for each league will be responsible for establishing a collaborative network in their state.*

STRUCTURE

PRESIDENT: MJBL will have a national President for baseball operations. The President will be appointed by MJBL's Executive Director, who also shall retain the discretion to remove said President from the position.

BOARD OF DIRECTORS: The term will remain effective for a term of three (3) years. There will be a board of directors for each state that includes a Commissioner that will be appointed by the President.

COMMISSIONER: Will be appointed by the President. The Commissioner should coordinate with the Major League Baseball or Minor League Baseball team/s in his state in order to identify present or former professional baseball players who would be interested in having naming rights in that state's program. Leagues and divisions within a league may not be named after other individuals other than aforementioned without the approval of MJBL's league President.

ASSOCIATE COMMISSIONER, SECRETARY/TREASURER AND OTHER DIRECTORS: Will be appointed by the Commissioner that will govern each state's league. The Commissioner will be responsible for recruiting teams in their state.

Teams and Leagues may be established in all 50 U.S. states, U.S. territories and abroad. There will be a specified number of games each team will be required to play in order to be eligible for the national championship and Classic. There may be local, state and regional playoffs to determine what teams advance to the MJBL World Series and Classic.

RULES OF THE GAME

REGULAR AND POST SEASON

All playing rules governing major league baseball shall apply unless they conflict with the following league rules.

A. TEAMS

1. TEAM NAMES

All league teams shall be named at the discretion of the individual teams. We encourage all teams to consider using the team names from the Negro Leagues.

2. AGE REQUIREMENTS

5 and 6 - beginners Tee Ball

6 and 7 - advanced Tee Ball

8 years - machine/coach pitch

9 and 10 - Rookie

11 and 12 - Single A

13 through 15 - Double A

16 through 19 - Triple A

Note: Each player's age in T-ball through AA must not exceed the designated age bracket prior to May 1st of the calendar year to be considered an eligible player for the division. The AAA bracket age limit is a firm 19 year old cut off. Individuals who are 19 must be eligible to attend college and may not be on a baseball team at a 4 year college.

3. ILLEGAL PLAYERS - PENALTIES

Definition of an illegal player:

- a. Any player exceeding the age limit for that specified division
- b. Any player having been suspended by the league
- c. Any player not listed on the official team roster
- d. All games played with an illegal player will result in a forfeit of all games during which said player participated.

- e. The Commissioner may exercise the discretion to suspend the Manager for up to four (4) games that has been involved in using an illegal player.

4. ROSTERS AND FORMS

- a. All players must submit a completed roster form with age verification to the league office. Pursuant to this provision, the following identification documentation will be required for the following divisions:

12 and under: A copy of a birth certificate

13 through 19: A copy of a birth certificate

- b. MJBL shall also require parental consent forms, which will be provided by the league

Note: Players will have to submit age verification only once. The League may request to view the original age verification document if the submitted photocopy is not legible or appears altered. Players who do not have a roster form on file shall be considered illegal.

5. TEAM ROSTERS

- a. **DEADLINE** The deadline for submission of team rosters shall be no later than one (1) business day prior to the first game. No player is eligible for play unless a signed roster is in the league office by the aforementioned deadline.
- b. **CHANGES** - Once rosters are set, players can be added to the team roster before the completion of two thirds (2/3) of the regular season. See Rule 36 for playoff eligibility.
- c. **IN-SEASON** - A player cannot change teams during the season.
- d. **DISBANDING TEAMS/DRAFT** - If a team disbands at any time, then players on this team must follow off-season player movement rules with the Commissioner having final approval. Remaining player's names will be placed in a pool and a draft will take place to determine team assignment. The Commissioner will have final approval of this process.

6. TEAMS FEES

There will be a \$20. (Twenty) National fee for all teams to register with MJBL There will be a \$150 (One hundred fifty) National fee per team desiring to compete in the post-season tournament. Additional state fees may be charged as deemed necessary by the individual State Commissioner s with the approval from MJBL President. All fees must be submitted to MJBL National and State offices prior to the start of league play.

B. EQUIPMENT

1. BASEBALLS & BATS

- a. Official balls include Diamond, Rawlings, and Wilson. The official tournament baseball to be used for all Districts, State, Regional, World Series, and Classic competition will be announced prior to tournament play.
- b. The bat shall be smooth, round stick not more than $2\frac{3}{4}$ inches in diameter at the thickest part and not more than 42 inches in length.
- c. Aluminum Bats – The bat specifications are the same except it shall not be more than 33 inches in length, nor have a bat barrel in excess of $2\frac{1}{4}$ inches. The bat must have a manufacture stamp of (- minus 3) readily visible.

Note: No laminated or experimental bats shall be used in an official game (including championship season or exhibition games) until the manufacturer has secured approval from the Rules Committee of his design and methods of manufacture.

- d. Cupped bats – an indentation in the end of the bat up to one inch in depth is permitted and may be not wider than two inches and not less than one inch in diameter. The indentation must be curved with no foreign substance added.
- e. The bat handle, not more than 18 inches from its end, may be covered or treated with any material substance to improve the grip. Any such material or substance, which extends past the 18-inch limitation, shall cause the bat to be removed from the game.

Note: If the umpire discovers that the bat does not conform to (c) above until a time during after which the bat has been used in play, it shall not be grounds for declaring the batter out or ejected from the game.

- f. Catcher's Equipment – All catchers must wear a protective cup and the one-piece face mask (hockey style) is recommended along with the chest protector and shin guards.

2. PENALTIES

Using an illegal bat in a game will result in an automatic out. The player's position in the batting order must be filled with another player not already in the batting order. If no player is available the rules of playing with eight (8) will apply. Umpires do not have the responsibility to police the use of illegal bats. If a player uses an illegal bat, the opposing team must bring it to the attention of the umpire before the next pitch is made to the next batter. The use of an illegal bat can be detected by the umpire or reported to the umpire by the opposing manager or coach. If batter reaches base using an illegal bat he will be ruled out and any base runners will not be allowed to advance.

3. UNIFORMS

All teams must have full baseball uniforms. Players and coaches without uniforms will not be allowed to participate without the opposing Manager's consent.

A uniform shall consist of cap, shirt, and pants that must be identical for all players on that team. Each uniform shall be numbered on the back and the name or logo of the team shall be displayed on the front of the jersey. The jersey shall be tucked in and there will be no bare legs.

No players will be allowed to wear accessory clothing items, such as bandannas, doo-rags or jewelry. Skull-caps with the MJBL logo (if available) will be permitted.

C. GAMES

1. FIELDS

a. All players, coaches and fans must respect the sanctity of the playing fields and refrain from litter, alcohol, drugs, profanity or other disrespectful behavior. The home team is responsible for enforcement; while players from each team are expected to help line/rake the fields and assist in clean up after each game.

b. Field Dimensions

Base distance will be as follows:

- Tee-Ball - 50 feet, Rookie - 60 feet all the way around
- Single A - 70 feet all the way around
- Double A / Triple A - 90 feet all the way around

c. Pitchers Mound to home plate shall be:

- Tee-Ball , Rookie - 46 feet 6 inches
- Single A - 50 feet 6 inches
- Double A / Triple A - 60 feet 6 inches

2. DUGOUTS

The home team gets the choice of dugouts. For insurance reasons, visitors are discouraged from the dugout. While in the dugout, children (i.e. bat boys) must wear a helmet.

3. ALCOHOL/INTOXICANTS

There will be no alcoholic beverages or intoxicants permitted during any MJBL event.

a. VIOLATION

Fans shall be asked to discard the alcohol or intoxicants and may stay if they comply promptly. Failure to discard the alcohol or intoxicants will result in the fan being made to leave the grounds.

b. PENALTIES

Players and fans may be forever barred from any future MJBL games or events or may be barred or suspended for such lesser periods as may be appropriate.

4. POSTPONEMENTS

See Official League Schedule for rain out dates.

If a game is rained out before becoming an official completed game, the games will be replayed in its entirety (see Rule C. 8).

- a. Coaches realizing problems with transportation are expected to contact the coach or adult representative of the opposing team who shall in turn contact the Umpire's Commissioner as soon as possible on or before game day.
- b. In the event of a forecast of inclement weather, the visiting coach is expected to contact the opposing coach or adult representative to determine if the game can be played. This contact shall be made between 1:00 p.m. and 4:00 p.m. If the home team coach suggest the game be rescheduled due to weather and or field conditions only, he or she is expected to contact the umpire no later than 4:30 p.m.
- c. No games shall be rescheduled without notifying the League Office and the umpire.

5. NUMBER OF PLAYERS FOR GAMES

Teams must have at least nine defensive players at all times for an official game. If a team has only (8) eight players, that team may borrow a player from the opposing team with the consent of that team's manager. If a player is ejected from the game thereby causing that team to have eight players, then that team may not borrow a player, causing the game to end in a forfeit. Teams are prohibited from borrowing players during tournament games.

6. STARTING TIMES OF GAMES

Weekday games begin at 6:00 p.m. Sunday games begin at 1:00 p.m. but could vary per the Master Schedule. One fifteen (15) minute grace period will be allowed. If a doubleheader, the second game (after forfeiting in the first game) will begin no later than one (1) hour from the schedule time of the first game. There will be a 15-minute break between double-header games.

7. FORFEITS

After one game forfeit, the Commissioner will consult with the manager concerning the circumstances of the forfeiture. At the discretion of the league commissioner, two forfeits may result in expulsion from league play.

8. OFFICIAL GAME

An official game is six (6) innings for 12 and under MJBL division and seven (7) innings for 13 years old and above and a doubleheader shall consist of two 5-inning games for either age division. An official game is considered complete after 5 innings (or 4 ½ if home leads) for 13 years old and above if, in the umpire's discretion, the game should be stopped because of darkness, rain or playing conditions. Games may start with the consent of both managers. Once the game begins, the umpire may elect to suspend play for rain, poor field conditions or darkness.

9. EXCEPTION-RUN DIFFERENTIAL RULE

In a 6-inning game, if there is an eight (8) run discrepancy and **either** 4 full innings have been played (3 ½ if home team leads), 5-innings (4 ½ if home team leads) in a 7-inning game **or** the game has gone 1:30 hours (for 6 innings or 1:45 for a 7 inning game) then the game will be ruled complete

The time limit during the regular season for 6-inning games is 1:45 and 2 hours for a 7-inning game. During playoffs the time limit is extended 30 minutes and games will be played in its entirety unless there is a post game scheduled at the same field. This rule is necessary to enforce a competitive level of play and in the event that a playing field is not equipped with lights for night play.

10. PITCHERS

If a pitcher is removed, he may not pitch again in that game unless he stays in the game defensively. A pitcher may return to the mound from a defensive position once during any game.

11. BATTERS

- a. Before the game begins in single A level or below, each manager will have the option of batting as many players as he desires in the lineup, subject to a maximum number of twelve (12) batters. If a manager has less than twelve (12) players available, he must bat all available players. Additionally, if one team is batting less than twelve (12) players, the opposing manager may reduce his batting order to an equal number, but this is optional. Once the game begins, the manager can add batters to the bottom of his lineup at any time. The opposing team does not have to match the additional batters once the game starts. If a batter is pinch-hit for, he may **not** re-enter the lineup as a hitter, but may stay in the game defensively. The twelve-batter rule applies only to T-Ball and rookie leagues. Umpires and opposing manager must be notified if a team is using more than 9 batters.

- b. During the regular season in Double A and Triple A an EH (Extra Hitter) and a DH (Designated Hitter) may be used.
- c. Once a batter reaches base and the pitcher has possession of the ball and is on the pitchers rubber, the base runner is not allowed to lead off the base or steal until the next pitch crosses home plate in the Pee Wee division.

12. OFFENSIVE SUBSTITUTIONS

a. PINCH HITTERS

If a player is pinch hit for, he may not re-enter the game unless he becomes the ninth (9th) player to avoid forfeiture; then and only then may the original player re-enter the game. Hitters, however, can be added during the game to the end of the order.

b. PINCH RUNNERS

Pinch runners are considered substitutions and thus the original player is removed from the game permanently, unless he becomes the ninth (9th) player to avoid forfeiture. Only then may the original runner re-enter the game.

c. DESIGNATED HITTER RULE

A player may DH for anyone in the field including the pitcher. Extra hitters (EH) can be placed into any spot in the order, this will afford a team the opportunity to bat ten (10) players (regular season only).

13. DEFENSIVE SUBSTITUTIONS

Any player may be substituted for defensive at any time during the game **except for the pitcher** (refer to Rule C. 10 on pitchers). The original player must remain in the batting order or it is considered an offensive substitution. The defensive substitute need not be added to the offensive lineup.

In addition, all players present at a game must play at least two consecutive innings defensively unless injured. If a player is injured to the point of being unable to play defensively then he cannot have a courtesy runner either. (See Rule C. 12. b).

14. RE-ENTRY:

Any player in the starting lineup may be replaced by any other player not in the game and not having appeared in the game. The manager must inform the umpire and opposing manager that the player is being replaced based on the re-entry rule, which will allow the substituted (starter) player to go back into the game, but he must bat in the same position as when he left the game. The player substituting for the starting player must bat at least once before he can be replaced by the original starter. The starting player re-entering for his substitute can only re-enter once and

must bat in the same position as when he initially started the game. At that point the substitute player is out of the game.

If a pitcher leaves the game, he cannot re-enter as a pitcher.

15. PLAYERS LEAVING THE GAME

If a player is forced to leave the game due to injury or commitment or ejection from a game, then a reserve player, not previously entered into the game as a hitter, must hit in the batter's place. If the team has less than nine (9) players and no reserve is present, that spot is skipped and all batters move up accordingly (see Rule C.5). The opposing manager and umpire shall be informed prior to the game about any player having a commitment requiring him to leave the game.

16. SPEED-UP RULE - RUNNING

Any catcher or pitcher may elect to have a runner at anytime to speed up the game. The runner must be someone not in the game. If everyone is in the game, then the runner shall be the last batted out.

17. SPEED-UP RULE - BATTING

Players must remain in the batter's box or have at least one foot in the box. Unless there was a foul ball or the batter had to dodge a pitch or time is called then the batter must remain in the batter's box. Pitchers are encouraged to pitch quickly once they have the ball and have taken their signal on the rubber and are on the pitcher's mound. Batters must remain alert and be prepared to hit once in the box.

18. INTENTIONAL WALKS

Each team is allowed one intentional walk to the same player per game and the batter can be waved to first base without throwing a pitch. It is the responsibility of the manager of the team at bat to notify the umpire of the intentionally walked player's next plate appearance. The umpire will then notify the opposing manager that they must pitch to this batter. If the umpire determines that a batter that has previously received an intentional walk is pitched around, that batter will be awarded an extra base and allowed to proceed to 2nd base.

19. DECOYS

a. DECOYS DEFINED

- A throw is decoyed when any fielder pretends to be receiving a throw.
- The runner slides unnecessarily as a result of the decoy.

b. If a fielder decoys a throw, all runners will be entitled to advance one base. If the same fielder decoys twice in a game, he will be ejected.

20. HIGH SCHOOL SLIDE RULE

Refer to Rule 2-32, High School Rule Book – Force Play Slide Rule

Sliding: A legal slide is one that is either feet first or head first. If a runner slides feet first at least one leg and buttock shall be on the ground. If a runner slides, he must slide within the reach of the base with either hand or foot. In addition, runners must slide in order to avoid collisions, that is, sliding directly to the bag. The practice of breaking up a double play is prohibited. Umpires reserve the right of calling two outs if an illegal slide occurred, intentional or not.

21. INTENTIONAL COLLISION

All players must avoid intentional collisions. Runners and fielders must strive to avoid any intentional contact. In the event of an intentional collision caused by the runner, that runner will be automatically out. That runner may be ejected if, in the umpire’s judgment, the action was deliberate. In the event of an intentional collision caused by the fielder, the runner will automatically be awarded a base. That fielder may be ejected, if in the umpire’s judgment, the action was deliberate.

22. UNSPORTSMANLIKE CONDUCT

The umpires shall have broad authority in the desertion to eject from the game and the premises any player, manager or fan who engages in unsportsmanlike conduct, disrupting the game or acting in a manner that is threatening to the health or safety of others.

a. UNSPORTSMANLIKE CONDUCT DEFINED

Conduct which may result in ejection from the game and the premises shall include, but is not limited to, the following:

- Harmful or defensive physical contact with an umpire, coach, player or fan
- Threats made to an umpire, coach, player or fan
- Throwing at a batter or runner
- Throwing objects or equipment
- Foul, profane or abusive language
- Flagrant violations of the rules or the law.

b. FIGHTS

All participants of any fight occurring at any MJBL event will be ejected from the game and the premises. Players will be subject to suspension for at least one game. Further sanctions could take place dependent upon a decision by the League Commissioner.

c. PENALTIES

Any ejected player, manager or fan may be forever barred from any future MJBL event or may be barred or suspended for such lesser periods as may be appropriate.

23. REPEATED EJECTIONS

Upon a 2nd ejection during the season will result in a 3 game suspension of that player. The 3rd ejection will result in the player being suspended for the balance of the season.

24. GAME PROTESTS/ APPEALS PROCEDURE

A game protest must be lodged with the umpire prior to the next pitch after the incident. The umpire and manager must sign the protest.

All game protests must be submitted by the manager to the League Office, in writing within 48 hours of the game and accompanied with a \$30 filing fee. The League Commissioner shall decide all protests. If the protest is upheld, two-thirds of the filing fee will be refunded.

Appellant's written appeal shall list the rule (s) in question, all facts related to the situation and his suggested disposition.

D. LEAGUE STRUCTURE AND FORMAT

1. STATISTICS

The league shall compile the official win/loss records and league standings each week. Each team is responsible for maintaining the accuracy of hitting/pitching statistics and to record them on an Excel spreadsheet. The League will determine the statistical categories. Any team not providing statistics will not be eligible for individual awards.

2. SCORES

The winning manager shall be responsible for providing scores to the Commissioner as soon as possible so they can be reported on the web site.

3. TIEBREAKERS

If two or more teams are tied, the following tiebreaker guidelines shall be used to determine the final positions for the Position Round games and the Final Standings. The guidelines will be implemented in the following sequential order:

- First - head to head competition
- Second - Least runs allowed (by common opponents)
- Third - Run differential (in games with common opponents)
- Fourth - Coin flip

Note: Forfeits will not be included in the tiebreaking procedures.

4. PLAYOFF ELIGIBILITY (Players)

To qualify for the playoff, a team and a player must meet one (1) of the following criteria:

Triple A (Division)

- 20 games
- Appear in 6 games
- 12 innings pitched
- 16 plate appearances

Double AA and Single A (Divisions)

- 16 games
- Appear in 5 games
- 10 innings pitched
- 12 plate appearances

5. PLAYOFF ELIGIBILITY (Teams)

To qualify for the playoff, teams must meet all of the following criteria:

- Pay entire team fee
- Submit roster
- Team must register with MJBL State Commissioner by June 1st

6. THE OAKLAND RULE:

Applies to the Triple A Division only. A registered league may enter a team in the Classic that is composed of High School eligible baseball players. The Commissioner of that league must notify MJBL's President their league desires to use this rule and pay a \$200.00 fee prior to the start of the season to register a spot for this team. This will afford youth that are unable to play on a team in MJBL the opportunity to be scouted and recruited by HBCU coaches at the Classic.

7. PLAYOFF/CHAMPIONSHIPS

See League Schedule

8. MJBL WORLD SERIES (12 AND UNDER)

See League Schedule

9. POST SEASON AWARDS

Post-season awards will be given in each division to those players in the following categories:

- Most Valuable Player [William Hayward "Mookie" Wilson]
- Batting Champion [Willie Wells Award]

- Earned Run Average Leader [Ray Brown Award]
- Most Outstanding Pitcher [Bill (Willie) Foster Award]
- Homerun Champion [Willard "Homerun" Brown Award]
- RBI Champion [Norman "Turkey" Stearnes Award]
- Most Stolen Bases [Joe Morgan Award]
- Most Outstanding Manager [Cumberland Posey Award]
- Note: Biographies of the players appear in the Appendix.

E. TEE-BALL - MACHINE PITCH/COACHES PITCH (M/C-P)

Tee baseball is an excellent program for preparation of youngsters ages five (5) through seven (7) for organized baseball. Tee baseball is an informal training program intended to teach young children the fundamental of baseball by the simplest method letting them play the game. Only the basic fundamentals of the game are to be emphasized. The game is designed to be fun and to keep the youth actively engaged learning where to run, when to run, how to catch and field, etc. MJBL's tee ball program will be broken down into two groups, (1) Beginners ages 5 or 6; (2) Advance ages 6 or 7. Score will not be kept during games of either division. Beginners will have a roster with minimum of 7, maximum of 8. Defensively teams will use 5 players, only the infield positions will be covered excluding the catcher. Advance and (M/C-P) roster size and defensive assignment will be the same as the 12 and under division. Players in all three divisions are required to rotate defensive positions each inning to allow each player to play all positions an equitable number of times during the season (M/C-P) will play by 12 and under rules.

1. EQUIPMENT NEEDED:

- Batting Tee-The tee is placed at home plate and is adjusted to the height appropriate to the size of the players participating. Pitching Machines and the designated synthetic balls for this age group.
- Regulation tee-balls and bats.
- Bases
- Baseball gloves for all participants on the field of play.
- Uniforms for all participants.

2. PLAYING FIELD

The playing field is the same as an official MJBL 12 and under diamond. The base pad may be adjusted according to availability and specifications in your respective municipality.

3. RULES:

- a. Players take regular baseball field positions. A player assumes the pitchers position on the pitcher's rubber and simulate a pitch for the batter to hit. The coach for the team that is batting will place the ball in the tee for the batters.
- b. The fielders must be situated outside of the 18 foot radius of home plate when the ball in the tee for the batters.
- c. A ball must be hit in fair territory beyond the 18-foot line to be in play. A hit ball that does not go beyond this line is considered a foul ball.
- d. The Ball is hit off the tee situated at home plate.

- e. Each inning all players will have the opportunity to hit the ball off the tee and beyond the 18-foot arc.
- f. A swing that strikes the rubber part of the tee is considered a foul ball regardless of how far the ball may go.
- g. Batters are not permitted to bunt or swing easy at the ball
- h. Players are not permitted to steal or lead off bases.
- i. The batter may continue to run until a defensive player secures the ball.
- j. Once the play has been completed on a batter (either an out, or the runner is on base) the ball is returned to home plate and the coach places it on the tee for the next batter.
- k. Every player of each team bats each inning, and the inning is over when the last youngster bats. The last batter is required to run all the bases to home plate.
- l. All youngsters that appear to play must be placed on the batting roster and must bat in the order they appear on the lineup. No substitute or pinch-hitting is to be allowed.
- m. Each game will be one hour and 30 minutes, unless otherwise agreed upon by two managers prior to the beginning of the game. The bottom half of an inning should always be completed and no new inning will start after 1 hour and 20 minutes.
- n. In the case of a game in progress that is discontinued for weather related circumstances, 3 full innings constitute a complete game
- o. If one team is short on players, they may barrow players from the opposing team.
- p. Teams that do not show up for a game will be subject to team forfeit specified in MJBL's basic rules. There will be a fifteen-minute grace period for games.

APPENDIX

- A. Insurance – Francis L. Dean & Associates 800- 375-0552 (Accident / Liability)
- B. Field: Recreation & Parks, Public School - There should be no charge to use these facilities (make sure city agrees to maintain field)
- C. Transportation: Private vehicles Coaches/Parents, 15 passengers vans or buses: Rec. & Parks, Public Schools, Churches
- E. Players Age Groups: 5-6 (Beginning Tee Ball) 6-7 (Advanced Tee-Ball) 8 (Machine/Coaches pitch) 9-10/11-12 Baseball 13-15 & 16-18 Baseball (if you have enough interest from this group / apply with MLB RBI program, 212 931- 7800 also) Girls are eligible to compete and a girls softball league can be started if there is enough interest and resources.
- F. Recruitment: Public Schools, Churches, Recreation & Parks PSA radio TV
- G. Practice Starts: March/ April
Games Start: April / May (Try to play at least 16 games)
Season End: MJBL Classic / World Series – 1st Week in Aug.
- H. Equipment needs: Batting, Tee Balls, Bats (Bases if field don't already have them) Batting helmets (5per team) Baseballs, catchers equipment and gloves
- I. Uniforms: caps, jersey's pants (get sponsors)
- J. Trophies – end of season (get sponsors)
- K. Collaboration: Recruit community support: public schools, recreation & parts, HBCU or local Universities, YMCA, housing authority, Big Brothers & Sister, Boys & Girls Club, NAACP, Urban League Etc. (Try to recruit your coaches from these entities)
- L. Public Relations: Contact local Black owned newspaper to get them to run a story and possible weekly standings and feature players. Also contact mainstream newspaper and local TV and Radio to run a startup story.
- M. Fees: Min: \$10.00 – Max: \$75.00 fee structure should be based on location of league and income bracket of the families of the league participants. One set price should be established for participants with waivers provided for special circumstances)
- N. Sponsors: Names on Jerseys, name and logo on fences (if municipalities allow signage)
- O. Possible Grants: MLB / MLBPA Baseball Tomorrow Fund, Cal Ripken Foundation
- P. Umpires from the **Virginia Umpires Independent Association (VUIA)** will assist annually in interpretation and evaluation of league rules. Direct your inquires to vuia80@hotmail.com or call Fred Wood at 804-275-3111.
- Q. Post Season Awards: (Player Biographies)

Joe Morgan

Career: 1963-1984

Position 2nd base

Teams: Houston Colt .45's/Astros, Cincinnati Reds, San Francisco Giants, Philadelphia Phillies, Oakland Athletics

Morgan was a rare commodity, a speedy second baseman with power. The 5'7" 150-lb Little Joe was also one of the smallest number-three hitters in recent baseball history. Morgan ranks third all-time in walks behind Babe Ruth and Ted Williams. He is also the only second baseman to win consecutive MVP awards, in 1975 and 1976. In the batter's box, Morgan would flap his front elbow distinctively as a timing device, and he was a major component of the Big Red Machine, the first National League team to win consecutive World Series since the 1921-22 New York Giants.

Morgan started his career in the spacious Astrodome, and actually spent more years with Houston than with Cincinnati. He was the main player acquired by the Reds in a nine-player swap that sent Lee May to the Astros. Morgan's power was shown to better advantage in Riverfront Stadium, helped by coaching from Ted Kluszewski. Morgan doubled his home run output in two seasons. His first year in Cincinnati, he made the All-Star team for only the second time, and was named the game's MVP when he singled in the winning run in the bottom of the tenth. He ended up leading the league in walks with 115 and runs scored with 122.

In 1975 Morgan led the NL in walks for the third time with 132, while combining a .327 BA with 17 HR, 94 RBI, and 67 stolen bases. Morgan's MVP season sparked the team into the 1975 World Series against the Red Sox, one of the most exciting Series ever played. Morgan, as usual, was in the thick of the excitement. In Game Three, Morgan knocked in the winning run with a single in the 10th inning. In Game Four, he made the last out in a 5-4 Boston victory. In Game Five, he drew 16 pickoff throws at first just prior to a single by Bench and a three-run homer by Perez. In the seventh and deciding game, Morgan's RBI single in the top of the ninth gave the Reds their first World Championship.

In 1976 Morgan topped his previous power totals with a career-high 27 HR, became only the fifth second baseman to drive in more than 100 runs (111), and led the league in slugging average at .576. He also batted .320, stole 60 bases, and had an on-base average of .516 to earn his straight second MVP. The Reds then swept the Yankees in the Series.

In 1980 he went back to Houston, where he helped the Astros to a division title, and spent two years in San Francisco, almost leading the Giants to a pennant in 1982. Still productive, Morgan ended up on the Phillies team in 1983 with fellow Reds alumni Pete Rose and Tony Perez, making it as far as the World Series but losing in five games to Baltimore. He ended his playing career in Oakland in 1984 and then became an announcer for the A's and for ABC. He is presently the voice of baseball for ESPN.

Bill "Willie" Foster

Career: 1923-1938

Positions: p, manager

Teams: Memphis Red Sox (1923-1924, 1938), Chicago American Giants (1923-1930, 1937), Birmingham Black Barons (1925), Homestead Grays (1931), Kansas City Monarchs (1931), Cole's American Giants (1932-1935), Pittsburgh Crawfords (1936)

A half-brother of the famous Rube Foster, Willie Foster was a pitching star for the Chicago American Giants for over a decade. With near perfect control and a wide assortment of pitches, all delivered

with the same motion, the tall left-hander was at his best when the stakes were highest. With a crucial game to win, Willie was the kind of pitcher a manager wanted on the mound. He was a smart pitcher who knew how to get the most out of his vast repertory of pitches, which included a blazing fast-ball, a slider, a fast breaking drop, a sidearm curve, and a masterful change of pace.

Foster divided each of his first three seasons between the American Giants and a southern team, registering marks of 5-2, 6-1, and 7-1 before playing his first complete season in Chicago in 1926. His tenure in Chicago included pennant-winning seasons in 1926, 1927, and 1933. In the 1926 season he won 26 consecutive games against all levels of competition while compiling an 11-4 league record to lead the American Giants to the second half title. Foster followed this with a sensational performance in the World Series against the Eastern Colored League champion Bacharach Giants. He pitched 3 complete games while relieving in another, getting 2 victories, including a shutout, and compiling a 1.27 ERA. The following year Foster compiled a sensational 32-3 record, with a 21-3 league ledger, and was again the workhorse in the Series, pitching 2 complete games relieving in 2 others while picking up 2 more victories to go with a 3.00 ERA.

He always deported himself in a gentlemanly manner and commanded respect. During his baseball career, Foster had pursued his educational goals in the off seasons and, after retiring from baseball, he became dean of men and baseball coach at Alcorn State College in 1960, a position he held until shortly before his death. He was inducted into the National Baseball Hall of Fame in 1996.

Monford "Monte" Irvin

Career: 1937-1948

Positions: cf, ss, 3b

Teams: Newark Eagles ('37-'42, '45-'48), military service ('43-'45), Mexican League ('42), minor leagues ('49-'50, '57), major leagues ('49-'56)

Irvin was one of the few fortunate players whose age and ability allowed them to bridge the divide between the two once-separate worlds of baseball. A power hitter who also hit for high average, the right-handed slugger won two batting titles in the Negro National League. He captured the first in 1941 with a .395 average and, after returning from service during World War II, he hit .404 in 1946 to lead the Newark Eagles to the pennant. Irvin's post-season encore produced 3 home runs and a batting average of .462 to spearhead the Eagles' hard-fought victory over the Negro American League champion Kansas City Monarchs in the Negro World Series.

Before the war Irvin had been the Negro League owner's choice to be the player to break the color line, but while he was in the Army, Branch Rickey selected and signed Jackie Robinson. After his discharge, Irvin was still originally signed by the Dodgers, but Eagles' owner Effa Manley demanded compensation, and the Dodgers withdrew their claim, allowing the New York Giants to seize the opportunity to sign the star outfielder. Employing Alex Pompez, owner of the Negro Leagues' New York Cubans, as a scout, the Giants signed Irvin. The hard-hitting outfielder was assigned to Jersey City in the International League in 1949 and hit .373 until he was brought up to the Giants near the end of the season. Beginning the 1950 season at Jersey City, he quickly asserted his hitting capabilities, ripping the ball for a .510 average in only 18 games before he was sent to the parent club to stay, hitting .299 in his first full season and going on to a successful career in the major leagues.

After ending his diamond career, Irvin scouted for the New York Mets and continued his work as the community relations director with Rheingold Brewery that he had begun in 1951, until 1968, when he was appointed assistant to the baseball commissioner, where he served until 1984. Irvin

was chairman of the Hall of Fame's Special Committee on the Negro Leagues until it dissolved, and he now serves on the Hall of Fame's Veterans' Committee.

Raymond "Ray" Brown

Career: 1930-1948

Positions: p, of, manager

Teams: Dayton Marcos (1930), Indianapolis ABCs (1931), Detroit Wolves (1932), Homestead Grays (1932-1945, 1947-1948), Mexican League (1939, 1946-1949), Canadian League (1950-1953)

The Homestead Gray's ace had a sinker, slider, and a fine fastball, but his curveball was his best pitch. So confident was Ray in all of his pitches that he would throw a curve with a 3-0 count on the batter. Later in his career he developed an effective knuckleball, and he had good control of all his pitches. During his nineteen-year career he pitched in two East-West All Star games (1935 and 1940) without a decision. As the mainstay of the Homestead Grays during their dynasty period, Ray pitched a total of seven games in the World Series of 1942-1945, earning a 3-2 World Series ledger. This included a one-hit shutout of the Birmingham Black Barons in the 1944 World Series. However, the workhorse's best pitching gem was yet to come, when he pitched a perfect game in a seven-inning contest against the Chicago American Giants in 1945.

After his baseball career ended, he remarried and settled in Canada for several years, but had returned to the United States by the time of his death. He was inducted into the National Baseball Hall of Fame in 2006.

Willard "Homerun" Brown

Career: 1935-1950

Positions: cf, lf, ss

Teams: Monroe Monarchs (1934) Kansas City Monarchs (1935-1943, 1946-1951), Mexican League (1940), military service (1944-1945), major leagues (1947), minor leagues (1950, 1953-1956)

Black baseball's premier home run hitter of the 1940s was a bundle of unlimited and largely unfulfilled potential. Willard Brown was a slugger who was exceptionally fast in the field, a good base runner, and an excellent gloveman with a great arm. Noted as a big-game player, he was at his best in front of a large crowd.

In the United States, "Home Run" Brown played on the great Monarch teams that dominated the Negro American League from 1937 to 1942, winning five pennants in six years, contributing averages of .371, .356, .336, .337, and .365 to the pennant efforts. Nicknamed "Esse Hombre" in Puerto Rico, where he played winter ball, he hit for a lifetime .350 batting average and won three consecutive batting titles (1946-1950), with averages of .390, .432, and .353. During this span he also won three home run titles, establishing the all-time record of 27 in the winter of 1947-1948 and following with totals of 18, 16, and 14. He began his Puerto Rican career in 1941-1942 with Humacao as a second baseman and hit for a .410 average.

A free swinger and notorious bad-ball hitter, the big, strong slugger considered anything that left the pitcher's hand a strike and often swung at bad pitches. He hit with power to all fields, used a 40-ounce bat, and often hit tape-measure shots. On at least one occasion, he hit a home run off a pitch that arrived at home plate on one bounce. Had he been more patiently selective, he may have accumulated even more impressive statistics.

After retiring from baseball, he settled in Houston and continued to enjoy life until he was hospitalized in 1989 with Alzheimer's disease. He was inducted into the National Baseball Hall of Fame in 2006.

Norman "Turkey" Stearnes

Career: 1923-1942

Positions: cf, lf, 1b

Teams: Nashville Elite Giants (1920), Montgomery Grey Sox (1921), Memphis Red Sox (1922), Detroit Stars (1923-1931, 1933, 1937), New York Lincoln Giants (1930), Kansas City Monarchs (1931, 1934, 1938-1941), Cole's American Giants (1932-1935), Philadelphia Stars (1936), Chicago American Giants (1938), Detroit Black Sox (1942) Toledo Cubs (1945)

A left-handed power threat, Turkey Stearnes played "long ball" for twenty years in the black major leagues. After three seasons with teams in the Negro Southern League, Stearnes joined the Detroit Stars in 1923 and was credited with swatting 35 home runs in his Negro National League debut, followed by 50 home runs in 1924. These totals were for achieved against all levels of opposition, as were his 35 homers in 1937. In addition to hitting the long ball, Turkey was a great outfielder, with good speed and range. He also utilized his speed on the bases, leading the league in both triples and stolen bases at least once each during his career, while earning a reputation for his willingness to slide hard into an infielder trying to apply the tag.

Stearnes had an unique stance, with his front foot turned heel down and toe pointed straight up, but although not a heavy man, he was a natural hitter with powerful shoulders. Playing in Mack Park, a hitter's park, was an asset to the gifted slugger. During his first three seasons with the Detroit Stars, he led the Negro National League in homers against league competition, with 17, 10, and 18, respectively. In 1928 he again topped the league, with 24 homers in 88 games. In addition to hitting tape-measure home runs, he raked Negro National League pitching for averages of .365, .358, .369, .375, .346, .326, .378, .340, and .350 during his nine years with Detroit, 1923-31.

He closed out his career as one of the most prolific long ball hitters in the Negro Leagues, with 185 home runs in league play, 7 home run titles, and a .359 league batting average. As another indicator of his hitting prowess, he was credited with a .351 batting average in exhibitions against major leaguers.

Stearnes was posthumously inducted into the National Baseball Hall of Fame in 2000.

Mookie Wilson

Career 1980-91

Position: outfield

Teams: New York Mets, Toronto Blue Jays

Mr. William Hayward "Mookie" Wilson (born February 9, 1956 in Bamberg, South Carolina) is a former Major League Baseball outfielder who played with the New York Mets (1980-89) and Toronto Blue Jays (1989-91). He was a switch-hitter, known for his impressive speed and positive attitude. Fans would frequently chant "Mooooo-kie" in appreciation of him. He played college baseball at University of South Carolina.

In 2005, Wilson managed the single A team Brooklyn Cyclones. Previously, he managed the Rookie League Kingsport Mets team.

Wilson is the batter who, in Game 6 of the 1986 World Series, hit the ground ball that went through the legs of Red Sox first baseman Bill Buckner, allowing the winning run to score in the bottom of the 10th.

In 12 seasons, Wilson was a .274 hitter with 67 home runs, 438 RBI, and 327 stolen bases in 1403 games. Wilson holds the Mets career records for career stolen bases (281) and career triples (62).

Wilson was inducted into the New York Mets Hall of Fame in 1996.

Cumberland Posey, Jr.

Career: 1911-1946

Positions: of, manager, officer, owner; secretary (Negro National League, East-West League)

Teams: Homestead Grays (1911-1946), Detroit Wolves (1932)

The man who could properly be called the father of the Homestead Grays, his association with the ballclub had roots reaching virtually to the team's inception, and his genius made the Grays a successful franchise. Beginning as a player, he rose through the ranks, progressing to manager, booking agent, business manager, and owner of the ballclub. A fair baseball player, he joined the Grays in their early years as a player, but gained his baseball fame after his playing days were ended, as their owner, as an officer of the Negro National League, and as the founder of the East-West League.

In the early years Posey split his time between playing and managing, and the Homestead Grays had been moneymakers from 1912 to 1929 under his guidance and leadership. As manager, Posey maintained pretty strict clubhouse rules, and while allowing players to play cards, he did not allow gambling. In 1929 he ended his career as an active player and became a bench manager until turning the team over to Vic Harris in 1937 and concentrating on the business end of the Grays.

In 1922, when the Grays first encountered difficulty by the raiding tactics of the Pittsburgh Keystones, Posey countered by bringing in Charlie Walker as a partner to establish the ballclub on sound financial foundations by putting the players on salary, and gaining permission to use Forbes Field for home games when the Pittsburgh Pirates were out of town.

The following season, 1923, when the Eastern Colored League was organized, he remained independent and raided league ballclubs to improve his own team. By 1926 he had a powerful team that recorded a 140-13 ledger for the season, while winning 43 straight games at one point in the season. Clearly the Grays outclassed all opponents at that level of competition, but they also defeated a team of major leaguers behind the hurling of Lefty Grove, winning 3 of the 4 games played.

Posey was an innovative owner, initiating night ball years before the major leagues explored the possibility of playing night games. He also served as the executive secretary of the Negro National League, and wrote a regular column, "Posey's Points," for the *Pittsburgh Courier*.

Posey continued to corral top players, keeping the Grays the class of the league, but during the last year of the "long Gray line," his health began failing. After ailing for more than a year, and being confined to a bed for three weeks due to his illness, he died of lung cancer at Mercy Hospital in Pittsburgh in the spring of 1946. In 2006 he was inducted into the National Baseball Hall of Fame.

MJBL's FY2009 Start Up Budget*

	<u>Quantity</u>	<u>Unit Cost</u>	<u>Total Cost</u>
Baseball			
Jersey (youth)	216	\$ 14.95	3,229.20
Pants (youth)	215	9.95	2,139.25
Jersey (adult)	20	21.00	420.00
Pants (adult)	20	16.00	320.00
Caps	250	4.75	1,187.50
Athletic Supporter	10	3.79	37.90
Chest Protector (L)	2	29.00	58.00
Chest Protector (S)	10	21.64	216.40
Batting Helments	60	14.50	870.00
Batting Tees	8	24.00	192.00
Bats	24	45.00	1,080.00
Catcher's Mask	12	30.00	360.00
Catcher's Mitt	8	69.95	559.60
Leg Guards	12	55.95	671.40
Tee Balls (1)	4	11.07	44.28
Baseballs (1)	16	32.85	525.60
Trophies	216	5.00	1,080.00
Coaches	12	500.00	6,000.00
Umpire Expense	34	games 45.00	1,530.00
Accident/ Liability Insurance	216		1,258.00
Transportation:			
Gas			600.00
Trips / Tournaments:			
MJBL Classic - Nassau Bahamas			
Transportation			6,000.00
Meals TBD			
Lodging TBD			
BUDGET TOTAL			\$ 28,379.13

Budget based on 12 teams: 4 tee ball, 4- 9&10, 4- 11&12

* Proposed budget for new startup team in Charlotte, NC

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For any questions pertaining to MJBL rules, please contact in writing MJBL rules committee chairman, Mr. Raymond Stephen raymond.stephen@att.net.