# **The MiLB Pyramid:**

1. There can only be a max of 32 affiliated teams (i.e. 1 per MLB team) at each level.
2. **MiLB Level-A = Formerly AAA Franchises:**
	1. *This level is more for veteran players who meet the following requirements:*
		1. Have at least 5 years in MiLB and are considered (pretty much) ready for MLB competition.
		2. MLB players who are on the 41-man total roster, but not on the 26-man active MLB roster.
		3. Players from foreign leagues with more experience in “high-level” professional baseball (example = Nippon Professional Baseball).
		4. MiLB veterans whose skill growth has halted and who are not likely to advance to MLB, unless as a temporary replacement.
3. **MiLB Level-B = Formerly AA Franchises:**
	1. This level of play is often the 3rd promotion for a minor league player.
	2. *This level is more for players who meet the following requirements:*
		1. Players from foreign leagues with more experience than others in professional baseball.
		2. Have at least 4 years in MiLB and are considered possibly ready for MLB competition.
		3. The young prospects who are speeding through the organization on the fastest treadmill.
4. **MiLB Level-C = Formerly High A Franchises:**
	1. This level of play is often the 2nd promotion for a minor league player, although a few high 1st-round draftees, particularly those with college experience, may also begin at this level.
	2. *This level is more for players who meet the following requirements:*
		1. Players from foreign leagues with some experience in professional baseball.
		2. Have at least 2 years in MiLB.
5. **MiLB Level-D = Formerly Low A Franchises:**
	1. This level of play is often the 1st promotion for a minor league player, although a few high 2nd / 3rd -round draftees, particularly those with college experience, begin at this level.
	2. *This level is more for players who meet the following requirements:*
		1. Players from foreign leagues with more experience in professional baseball.
		2. Have at least 1 year in MiLB.
		3. The young prospects who are speeding through the organization on the fastest treadmill.
6. **MiLB Level-Rookie:**
	1. This level is for 1st-year MiLB players as well as 2nd/3rd year players who are not ready for the higher levels of “affiliated” MiLB.

# **Roster Rules:**

1. All teams must use a Designated Extra Hitter (DEH) in addition to requiring a pitcher to bat (i.e. using a 10-man batting order).
2. **Designated Extra Hitter (DEH) Rules:**
	1. *The DEH must be declared on the starting lineup:*
		1. A DEH cannot be added to the lineup after lineups become official at the plate meeting. The DEH role may not be eliminated during the game.
		2. Once you start with a DEH, you must keep the DEH for the entire game. The only exception is if your team drops to only 9 players due to injury, sickness, ejections, or players leaving early due to strategic substitutions.
	2. *The DEH may bat in any spot in the batting order. However, the DEH spot in the batting order may not change during the game:*
		1. That is, if you have the DEH in the three-hole at the start of the game, the DEH remains in the three-hole for the entire game, irrespective of substitutions into and out of the DEH slot.
	3. *The DEH is eligible for substitution and re-entry into the game:*
		1. Whatever substitution and re-entry rules are in effect for the league and level, these rules apply equally to the DEH. This means you can sub in a new DEH during the game, and in most cases re-enter the original DEH later in the game
	4. *The DEH may be entered into the game defensively:*
		1. Combined with the free re-entry rule, this means that a manager can make defensive moves that include the EH, including swapping a defensive player for the DEH, whereupon the defensive player that was just swapped out becomes the new DEH.
		2. In short, the manager can shuffle his ten players in the batting order among the 9 defensive positions. These are defensive swaps, not substitutions.
	5. *Using a DEH is required for all MLB & MiLB teams, and the DEH role may not be eliminated during the game:*
		1. Once you start with a DEH, you must keep the DEH for the entire game. The only exception is if your team drops to only nine players for any medical reason.
3. **Substitution Rules:**
	1. *The 10 players in the batting order can be rotated among the 9 defensive positions at the discretion of the manager, and all are eligible for re- entry under the re-entry rule:*
		1. For example, a manager can move the DEH into LF, and the LF now becomes the DEH.
	2. All starting players may be removed and re‐enter the game once (except in cases of injury), but must re‐enter in their original position in the batting order.
	3. Non‐starters are not allowed to re‐enter unless an injury occurs.
	4. When a starter re‐enters, the player in the starter’s batting position in the batting order must be removed from the game and is ineligible for the remainder of the game unless an injury occurs.
4. **Roster:**
	1. *The coaching staff for all MLB & MiLB franchises will consist of the following & a max of 5-8 support staff:*
		1. a head coach/manager (who may also double as their team's respective general manager for MiLB franchises)
		2. 1-2 bullpen catcher coaches/managers
		3. A first base coach/manager.
		4. A bullpen coach/manager.
		5. A bench coach/manager.
		6. A hitting coach/manager.
		7. A third base coach/manager.
		8. A pitching coach/manager.
	2. *All MiLB teams are required to have a 36-man total roster for the season to add an extra player to the roster who will either serve as a pitcher, catcher, infielder, outfielder, or a Designated Extra Hitter (DEH):*
		1. Major League players on rehabilitation assignments do not count towards active roster limits.
		2. *Active roster limits:*
			1. Levels A, B, & the Mexican League = only 28 players; when an A, B, Mexican League team is scheduled to play a day-night doubleheader, it is allowed to carry 29 players on the active roster for those days only.
			2. Levels C & D = only 30 players; when an C or D team is scheduled to play a day-night doubleheader, it is allowed to carry 31 players on the active roster for those days only.
			3. Level Rookie, the Dominican Summer League, & the Arizona Fall League = none (i.e. all 36 players are active).
			4. The California Fall League 7 MLB Draft League = none (i.e. all 32 players are active).
	3. *Each August, Major League Baseball clubs hold a position draft to determine the players who will go to the Arizona & California Fall Leagues (AFL & CFL):*
		1. The Arizona Fall League teams are each affiliated with 4 separate Major League teams, with each affiliated Major League team providing 9 players (4-5 Level-A & 4-5 Level-B) to fill the 36-man roster of each team.
		2. The California Fall League teams are each affiliated with 8 separate Major League teams, with each affiliated Major League team providing 9 players (4 Level-C & 4 Level-D) to fill the 32-man roster of each team.
		3. Teams may also elect to send additional taxi players who are only eligible on Wednesdays & Saturdays.
		4. All foreign players are allowed to play in the AFL & CFL.
		5. All MiLB players with more than one year of credited Major League service as of August 31, 2019 are also allowed.
		6. Players will wear uniforms of their respective MLB parent club.
		7. The manager, pitching coach, and hitting coach of each AFL & CFL team are provided by MLB organizations on a rotating basis.
	4. *Limits on MiLB service for all MiLB Players:*
		1. Level-A & Level-B = None.
		2. *Level C:*
			1. No more than 12 players aged 32 or older.
			2. No more than 2 players and 1 player-coach on the Active List may have 6+ years of prior Minor League service.
		3. *Level-D:*
			1. No more than 10 players aged 32 or older.
			2. No more than 2 players & 1 player-coach on the Active List may have 5+ years of prior Minor League service.
		4. *Level-Rookie:*
			1. No more than 12 players aged 23 or older.
			2. No more than 3 players on the Active List may have 4+ years of prior Minor League service.
		5. *All MLB Draft league (MLB-DL) franchises can only have amateur players only:*
			1. This league serves as MLB’s own personal collegiate summer league for top draft-eligible prospects a showcase (i.e. the equivalent of the NFL combine by using players who are eligible for each year’s MLB Draft).

# **Salary Rules:**

1. **“Split” Contracts:**
	1. All players on a "Split Contract" (i.e. a major league contract that expressly provides for a lower rate of pay when the player is in the minor leagues) must be paid between $6,000-14,000 per month ($30,000-$70,000 per season) when they are in the minor leagues but a maximum of $17,440-$30,000 per month ($87,200-$150,000 per season) for both MLB & MiLB service.
	2. All players who share time between the minors & the majors must have this type of contract regardless of what level they play at, though all other Level-A players are also eligible.
2. **Regular Contracts:**
	1. *Both Options:*
		1. MLB-DL = no pay (amateur only).
		2. *For all MiLB players repeating a year at the same level, their salary must go up either:*
			1. $5 per month each year for all players at Level-C or lower.
			2. $10 per month for all players at Level-B or Level-A.
		3. *Other Paid Services:*
			1. Meal money is $25 per road day.
			2. All MiLB players must be eligible for either minimum wage guarantees and/or overtime pay, regardless of state laws.
			3. All MiLB players must get either 1) at least 2019 $500 per month for rent (with this rate being adjusted for inflation at least once every 2 years) or 2) housing (either a shared apartment or a sponsor family) provided for them by their parent organization free of charge every season.
		4. *A player is bound to the team that drafts him for at least 3 seasons:*
			1. All MiLB contracts are renewed on a year-to-year basis.
			2. After 3 years, a player must either be on a team's 41-man MLB roster, which means he has a major league or split contract, or he is eligible for what is called the Rule 5 draft.
	2. *Option #1:*
		1. Level-A = at least $700 a week ($15,050 per season).
		2. Level-B = at least $600 a week ($12,900 per season).
		3. Level-C & Level-D = at least $500 a week ($10,750 per season).
		4. Level-Rookie = at least $400 per week ($4,000 per season).
		5. AFL & CFL = at least $250 per week ($1,375 per season).
	3. *Option #2:*
		1. All minor league players must make at least the federal minimum wage (i.e. at least $7.25 per hour, or $1,150 per month) during the course of the season, regardless of their level.
		2. All players who have played in the Arizona Fall League (AFL) and/or have been called up to the majors at least once must earn at least $1,300 per month.
3. **If a player becomes a minor league free agent, higher salaries can be negotiated:**
	1. Minor league salary must be at least 60% of the player’s combined minor league and Major League salary in the preceding season.

# **Preseason Structure:**

1. **Winter Training for both MLB & MiLB players begins on February 1st:**
	1. Minor league players participate in spring training following a telescoped schedule that generally lasts from March 1–31.
	2. All games during Spring Training must begin on March 1 and end on March 30.
	3. All MiLB teams will play 26 games (13h/13a) during spring training.
2. **The national teams of all World Baseball Softball Confederation (WBSC) member nations (including the USA) will play at least 4 (2h/2a) 3-game exhibition series against any other national team(s) beginning on March 1 with a 1-day break in between each series every year the World Baseball Classic (WBC) is not held:**
	1. *All of the national teams can play in either of the following:*
		1. All MLB stadiums (preferably in the warmer areas of the US; Examples = Marlins Park, Petco Park, Dodger Stadium, Chase Field, AT&T Park, Globe Life Park in Arlington, Tropicana Field, Angel Stadium of Anaheim)
		2. MiLB Stadiums with a total seating capacity of at least *10,000* (except for the Spring Training stadiums).
	2. All of the national team players will complete winter training with their MLB/MiLB teams & then report to their national team’s first stadium at least 3 days in advance.
	3. All of the national team players must be paid during the preseason while they are playing with their national team.
	4. *All tickets for the exhibition games for all of the national teams must not exceed the following in 2017 US$ (must be annually adjusted for inflation):*
		1. MLB stadiums ($50 = lower levels; $25 = higher levels).
		2. MiLB Stadiums ($35 = lower levels; $15 = higher levels).
3. **An MiLB player is eligible to participate on a National Team during the preseason if at least one of the following criteria used by the World Baseball Softball Confederation for the WBC is met:**
	1. The player is a citizen of the nation the team represents.
	2. The player is a permanent legal resident of the nation or territory the team represents.
	3. The player was born in the nation or territory the team represents.
	4. The player has at least one parent who is, or if deceased was, a citizen of the nation the team represents.
	5. The player has at least one parent who was born in the nation or territory the team represents.
	6. If the player is on the country’s protected player list.
	7. *The player is qualified for citizenship or to hold a passport under the laws of a nation represented by a team, but has not been granted citizenship or been issued a passport:*
		1. In this case, the player may be made eligible by MLB upon petition by the player or team.
	8. There can be no more than 28 players on any national team roster.

# **Regular-Season Structure:**

## Both Options:

1. All MiLB players must be given two Mondays off in April, two in May, two in June, one in July and one in August.
2. **Each team will receive bonus/premier points for entry into the postseason:**
	1. Points are now used to determine which teams will advance into the postseason. Points are being implemented in order to encourage attacking play throughout a game and to reward teams for "coming close" in losing efforts.
	2. 3 points for a win by at least 6 points.
	3. 2 points for a win by either 1) 5 points or less or 2) in extra innings (i.e. overtime).
	4. 1.5 points for a draw/tie.
	5. 1 "bonus" point for scoring at least 1 grand slam.
	6. 1 "bonus" point for losing by either 1) 5 points or less or 2) in extra innings (i.e. overtime).
	7. 1 "bonus" point for scoring at least 10 more points than the opponent.
	8. 0 points for a loss by at least 6 points.
	9. All teams can only have a max of 2 bonus points per game.
	10. *At the end of the regular-season, the team with the best regular-season record (i.e. highest point total) regardless of what league they participate in is awarded the Level-A/B/C/D/SS/Rookie Supporter’s Shield:*
		1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best record is the champion, similar to the Supporter’s Shield in MLS.
		2. The Supporter’s Shield winners are guaranteed home-field advantage in all rounds of the playoffs they compete in, except the MiLB championships.
		3. This will also be how the champion of each MLB-DL division will be crowned.
	11. *Tiebreaker criteria when competitors are level on points:*
		1. The team that won the head-to-head match (if applicable) is ranked first.
		2. If this game was a draw, then the team with the more wins is ranked first
		3. Point difference (PD) = is the number of goals (or points) scored in all league matches minus the number of points conceded.
		4. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
		5. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
		6. Fewest disciplinary actions.
		7. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponent’s record.
		8. Total number of points scored on the road.
		9. Road point difference.
		10. Total number of points scored @ home.
		11. Home point difference.
		12. If still identical, a play-off is required.
		13. Coin toss (2 teams) or drawing of lots (at least 3 teams).
3. **The Level-Rookie season starts in mid-June (DSL) or Mid-July (ACL/GCL) and ends in** **late September:**
	1. The late start of the season is designed to allow HS & college players to complete their seasons in the spring, then be drafted, signed, and immediately placed in a competitive league.
	2. *ACL/GCL = 44 (22h/22a) games with at least 1 off day per week:*
		1. All teams will play the other 7 teams in their division 4 times (2h/2a) & 2 games (1h/1a) against all 8 teams from the other division.
		2. All ACL & FCL teams play at the minor league spring training complexes of their MLB parent clubs and are owned by those parent clubs.
		3. The ACL/FCL regular-season will start on the 3rd or 4th Friday of July & will run to the 3rd Wednesday of September (2022 example = July 23 to September 21).
	3. *DSL = 70 (35h/35a) games with at least 1 off day per week:*
		1. All teams will play the other 7 teams in their division 10 times (5h/5a) for 70 games.
		2. The DSL regular-season will start on the 2nd Monday of June & will run to the 3rd Wednesday of September (2022 example = June 13 to September 21).
	4. *These leagues are intended almost exclusively to allow players to hone their skills:*
		1. No admission is charged and no concessions are sold.
4. **The season for the Arizona Fall League will start on the 2nd Wednesday of October & will run to the 3rd Friday of November:**
	1. 2022 example = October 12 to November 18.
	2. *Each Arizona Fall League team plays 30 (15h/15a) games:*
		1. All AFL teams will play the other 7 teams 4 times (2h/2a) and 1 random team in their division twice (1h/1a).
5. **The MiLB All-Star Games will have a team of American League-affiliated players play against a team of National League-affiliated players:**
	1. *Only levels A-D (in addition to the AFL All Star Game or the AFL/CFL Shared All-Star Game) will have an all-star game:*
		1. The Level-A, Level, Level-C, & Level-D All-Star Games will take place on the 2nd Wednesday of July (2022 example = July 13).
	2. *Teams of American League-affiliated players will play against teams of National League-affiliated players:*
		1. All teams will be composed of the top players in their respective leagues as voted on by fans, the media, and each club's field manager and general manager.
	3. The Home Run Derby, a contest among home run hitters, will be held on the first day of the All-Star Break.
	4. The All-Star Legends and Celebrity Softball Game pits teams with a mixture of former stars from the host team's past, as well as celebrities from music, film, and television. This game is held during the day after the Home Run Derby.
	5. The All-Star Legends and Celebrity Softball & the MiLB All-Star Games all last 3 innings with up to 2 extra innings available to settle a tie after playing all regulation innings; if after 5 innings total, a tie still remains, the game ends.
	6. The team that scores the most runs in an inning gets an additional point.

## Option #1:

1. **The season for Levels A, B, C, & D starts in the first week of April and ends on Labor Day:**
	1. *All Level-A, Level-B, Level-C, & Level D teams play 140 games:*
		1. The season for Levels A, B, C, & D starts in the first week of April and ends on Labor Day.
		2. The Level-A, Level-B, & Level-D All-Star Games will have the host stadium being rotated among the 4 divisions in a 4-year cycle.
		3. The Level-C All-Star Game will have the host stadium being rotated among the 6 divisions in a 6-year cycle.
		4. Each Level-A, Level-B, & Level D team plays 14 games (7h/7a) against the other 7 inter-divisional teams in division (98 games), and 6 games (either 3h/3a) against the other 8 teams in their league (42 games).
		5. Each California League & Carolina League (CaL & CrL) team plays 20 (10h/10a) games against the other 4 teams in their division (80 games), and 12 games (3h/3a) against the other 5 teams in their league (60 games).
		6. Each Florida State League (FSL) team plays 16 (8h/8a) games against the other 5 teams in their division (80 games), and 10 games (5h/5a) against the other 6 teams in their league (60 games).
	2. *The season for the Mexican League starts in early April & ends in early August:*
		1. All Mexican League teams play 122 games;
		2. Each team plays 18 games (9h/9a) against all other 4 teams in their division, 4 games (2h/2a) against the other 10 teams, & 5 games (either 3h/2a or 2h/3a) against a team in the other divisions based upon the final regular season standings of the prior season (i.e. North #1 plays Central #1 & South #1, etc.).
2. The AFL All-Star Game will take place on the 2nd Saturday of November (2022 example = November 12).

## Option #2:

1. **The Mexican League & Levels A-D play a 144-game (7ah/72a) schedule, with at least 1 off day per week:**
	1. The Level-A, Level-B, Level-C, & Level-D regular-seasons will start on the 1st Tuesday of April & will run to the 3rd Wednesday of September (2022 example = April 5 to September 21).
	2. *Level-A**:*
		1. Midwest = All teams will play the other 7 teams in their league 18 times (9h/9a), & a max of 18 games (9h/9a) with other Level-A teams within a 500mi radius.
		2. Northeast = All teams will play the other 6 teams in their league 20 times (10h/10a), & a max of 24 games (9h/9a) with other Level-A teams within a 500mi radius.
		3. Southeast = All teams will play the other 6 teams in their league 20 times (10h/10a), & a max of 24 games (9h/9a) with other Level-A teams within a 500mi radius.
		4. Western = All teams will play the other 9 teams in their league 14 times (7h/7a), & a max of 18 games (9h/9a) with other Level-A & Mexican League teams within a 500mi radius.
		5. The Level-A All-Star Game will have the host stadium being rotated among the 6 divisions in a 6-year cycle.
	3. *Level-B:*
		1. Central = All teams will play the other 9 teams in their league 14 times (7h/7a), & a max of 18 games (9h/9a) with other Level-B teams within a 500mi radius.
		2. Northeast = All teams will play the other 11 teams in their league 12 times (6h/6a), & a max of 12 games (6h/6a) with other Level-B teams within a 500mi radius.
		3. Southeast = All teams will play the other 9 teams in their league 14 times (7h/7a), & a max of 18 games (9h/9a) with other Level-B teams within a 500mi radius.
		4. The Level-B All-Star Game will have the host stadium being rotated among the 6 divisions in a 6-year cycle.
	4. *Level-C:*
		1. Eastern = All teams will play the other 11 teams in their league 12 times (6h/6a), & a max of 12 games (6h/6a) with other Level-C teams within a 500mi radius.
		2. Central = All teams will play the other 11 teams in their league 12 times (6h/6a), & a max of 12 games (6h/6a) with other Level-C teams within a 500mi radius.
		3. Western = All teams will play the other 7 teams in their league 18 times (9h/9a), & a max of 18 games (9h/9a) with other Level-C teams within a 500mi radius.
		4. The Level-C All-Star Game will have the host stadium being rotated among the 6 divisions in a 6-year cycle (2022 example = July 13).
	5. *Level-D:*
		1. Eastern = All teams will play the other 11 teams in their league 12 times (6h/6a), & a max of 12 games (6h/6a) with other Level-D teams within a 500mi radius.
		2. Florida = All teams will play the other 9 teams in their league 14 times (7h/7a), & a max of 18 games (9h/9a) with other Level-D teams within a 500mi radius.
		3. Western = All teams will play the other 9 teams in their league 14 times (7h/7a), & a max of 18 games (9h/9a) with other Level-D teams within a 500mi radius.
		4. The Level-D All-Star Game will have the host stadium being rotated among the 7 divisions in a 7-year cycle (2022 example = July 13).
	6. *Mexican League:*
		1. All teams will play the other 8 teams in their division 10 times (5h/5a), all 9 teams in the other division 4 times (2h/2a), 10 games against a team in the other division based upon the final regular season standings of the prior season (i.e. North #1 plays South #1, etc.), & a max of 18 games (9h/9a) with other Level-A Western teams within a 500mi radius.
2. **The season for the California Fall League will start on the 2nd Wednesday of October & will run to the 3rd Friday of November:**
	1. 2022 example = October 12 to November 18.
	2. *Each California Fall League team plays 30 (15h/15a) games:*
		1. All CFL teams play 10 games (5h/5a) against the other 3 teams in the league.
	3. *The AFL & CFL will share an All-Star Game, with the host stadium being selected the season prior:*
		1. The host league will be alternated between the two leagues.
		2. The game will take place on the 2nd Saturday of November (2022 example = November 12).
3. **The MLB Draft League (MLB-DL) = 40 (20h/20a) games with at least 1 off day per week:**
	1. All teams will play the other 4 teams in their main sub-division 5 times (3h/2a or 2h/3a), & 1 random teams from other sub-division of the same name 4 times (2h/2a).
	2. The MLB-DL regular-season will start on the 1st Thursday of June & will run to the 2nd or 3rd Saturday of July (2022 example = June 2 to July 16).

# **MiLB Post-Season Format:**

## Option #1:

1. **8-team or 10-team best-of series tournament:**
	1. 1st Round & 2nd Round = best 2-of-3 (Format #1) or 1 3-day game (Format #2).
	2. Level Championship Series = best 3-of-5 (Format #1) or 1 5-day game (Format #2; neutral site).
	3. Level-A, Level-B, Level-D, & Level-Rookie = Top 2 teams from each division.
	4. Level-C = Top team from each division plus 2 wild cards; max of 3 teams from each league.
	5. Mexican League = Top 10 teams, with #1-2 seeds getting byes.
	6. Dominican Summer League = Top 10 teams (i.e. the top 5teams from each division with #1-2 seeds getting byes).
	7. AFL = single game (between the top 2 teams based on the number of bonus points.
	8. The host of the championship series for each level will be rotated among all the leagues each year in a rotating format.
	9. All overtime innings will be played on the final day of the game (Format #2 only).

 

## Option #2:

1. Level-A = The post season will be a 6-team round-robin tournament with 1 team from each division, with the host stadium being rotated among all divisions in a 6-year cycle.
2. Level-B = The post season will be a 6-team round-robin tournament with 1 team from each division, with the host stadium being rotated among all divisions in a 6-year cycle.
3. Level-C = The post season will be a 6-team round-robin tournament with 1 team from each division, with the host stadium being rotated among all divisions in a 6-year cycle.
4. Level-D = The post season will be a 7-team round-robin tournament with 1 team from each division, with the host stadium being rotated among all divisions in a 7-year cycle.
5. **Level-Rookie:**
	1. ACL & FCL = The post season will be a 4-team best-of-3 series tournament in each league with 2 teams per division.
	2. DSL = The post season will be a 4-team best-of-3 series tournament in each league with 1 team per division.
6. **Mexican League = 2-round hybrid tournament with 10 teams:**
	1. 1st round = two 5-team round-robin brackets (i.e. 1 bracket for each division) with each team playing the other 4 teams once. The top seed in a five-team group gets to host all 4 of its group games; the No. 2 seed hosts 3 of its 4 group games; the No. 3 seed hosts 2, the No. 4 seed hosts 1, & the No. 5 seed goes on the road for all 4 group games.
	2. 2nd round = a 4-team single elimination bracket, with the top 2 teams from each division.
7. Arizona Fall League (AFL) & Coastal Fall League (CFL) = a single game with the top team from each division, with the team having more bonus points hosting the game.
8. The MLB Draft League (MLB-DL) will not have a postseason.

# **Minimum Ticket Pricing Standards:**

**Note:** The prices for all minors aged 17 & under & seniors aged 65 & up are ½ of the ones listed below.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type: | Individual | Quarter-Season (17 games) | Half-Season (35 Games) | Full-Season (70 games) |
| Upper Sections  | $5 per person | $76.50 per person | $140 per person | $245 per person |
| Lower Sections  | $10 per person | $136 per person | $245 per person | $420 per person |
| Club & Suites  | $40 per person | $442 per person | $630 per person  | $980 per person |

# **Gameplay Rules:**

## Batting Order:

1. The away team gets the pick for the coin toss.
2. The team that wins the coin toss has the choice of batting first or last.
3. All teams must have a 10-man batting order in which both the DEH and the pitcher must bat.
4. The batting order is predetermined by each team's manager.
5. **The team batting order alternates each day:**
	1. Example: Day #1 = home team bats first, Day #2 = away team bats first, etc.

## Number of Innings:

1. **Each team has 3 innings per game in which all 10 players in the batting order must bat:**
	1. All doubleheaders (DH) will be 2 innings each.
	2. The 7th inning stretch will become the 2nd inning stretch.
	3. An inning ends when all 10 players are either dismissed or stranded on base.
2. **Mercy Rules** - **Games are called if one team is ahead by at least:**
	1. At least 30 runs by the end of the 1st inning.
	2. At least 25 runs by the end of the 2nd inning.
3. **All overtime innings will revert to the traditional inning format (i.e. 3 outs per team)**
	1. All overtimes can only have a max of 3 innings (except for postseason games).
	2. For all extra innings, each team will start with a runner on both 1st & 2nd base.
	3. Teams are able to bat whoever they want.
4. **Between-inning Breaks:**
	1. *A timer will count down between innings for the following type of games:*
		1. Non-televised games = 1:45
		2. Locally televised games = 2:05
		3. Nationally televised MiLB/WBC games =2:25
		4. Tiebreaker and postseason MiLB/WBC games = 2:55

## Equipment:

1. **The bat is round like a baton with a tapered handle ending at a knob:**
	1. It is no more than 2.625" in diameter at the thickest part and no more than 42" (1067 mm) in length.
	2. It typically weighs no more than 36oz (1 kg).
	3. Only wooden bats are allowed.
2. **The core of the ball is cork, rubber or a mixture of the two and is sometimes layered:**
	1. A ball is 9-9.25" (23cm) in circumference.
	2. Legal weight for the ball is not to be under 5oz but never to be over 5.25oz.
3. Gloves in non-throwing hand are required, and fielders may also use additional hard plastic headgear and padding.
4. Pitchers must use either 1) the pitcher's masks in softball or 2) the new padded cap.
5. Catchers must use plastic shin guards, padded chest protectors, and wire masks molded into a hard plastic shell.
6. Batters must use a hard plastic helmet, but may use shin guards and gloves.
7. **Baseball uniforms are used:**
	1. Similar to rugby, both teams must wear their dark color uniforms during games unless either 1) the teams share similar colors or 2) if someone is colorblind.
	2. If that is the case, the designated home team will wear their light color uniforms and the away team will wear either 1) their darker color uniforms or 2) an alternative darker color uniform.

## Pitching Rules:

1. At least 1 pitcher from each team must start warming up at least 10-20 minutes prior to the coin toss.
2. **A starting pitcher cannot pitch more than:**
	1. 70 pitches per game in the preseason (including the National Team Exhibitions & World Baseball Classic qualification matches).
	2. 85 pitches per game in the regular-season (& all World Baseball Classic Games except the semifinals/championship).
	3. 100 pitches per game in the postseason (including the World Series & World Baseball Classic Semifinals/Championship).
	4. A pitcher can still finish a batter's plate appearance even if the limit is reached, but must come out after completing the plate appearance.
3. **A pitcher cannot pitch until:**
	1. A minimum of 4 days have passed since he last pitched, if he threw 50 or more pitches when he last pitched.
	2. A minimum of 1 day has passed since he last pitched, if he threw 30 or more pitches when he last pitched.
	3. A minimum of 1 day has passed since any second consecutive day on which the pitcher pitched.
	4. These rules don’t apply during post season & spring training.
4. **All MiLB pitchers have pitch clocks in between pitches:**
	1. *All pitchers will have to begin their deliveries within 15 seconds with the bases empty and 20 seconds with runners on base:*
		1. There is a 30-second timer between batters.
		2. The 15/20-second play clock would start once the pitcher steps on the dirt portion of the mound with the baseball.
		3. Pitchers may not come set prior to the batter becoming alert in the box.
		4. If the pitcher does not deliver a pitch, make a pick-off throw to a base or step off the pitcher’s rubber before the clock expires, a ball will be assessed to the count.
		5. *Pitchers are allowed to "disengage" only 3 times during any given at-bat/plate appearance:*
			1. This includes stepping off the rubber, or even attempting to pick off a baserunner.
			2. After a 4th step-off, the pitcher will be charged with a balk, unless at least one offensive player advances a base or an out is made on the ensuing play after the step off.
			3. The disengagements rule resets if a runner or runners advance a base within the same plate appearance.
	2. *Catchers can throw down to any base as much as they want:*
		1. Catchers must be in the box and ready to catch with at least 9 seconds remaining on the clock.
		2. The pitch clock then restarts as soon as the pitcher gets the ball back from an infielder.
		3. *Catchers cannot hold onto the ball longer to give a pitcher more time:*
			1. Any attempt -- or at least repeated attempt -- will result in a warning and/or violation being called. Umpires have discretion here.
	3. Pitchers can ask for a new ball, but they must do so with at least eight seconds remaining on the clock. Repeated asks -- such as five in a row -- will result in a warning.
	4. One clock would be placed in the home plate area, and the other would be located in or behind the outfield wall.
5. **Position players pitching:**
	1. The leading team must be up by at least 10 or more runs in order to pitch a position player.
	2. The trailing team must be down by at least 8 or more runs in order to pitch a position player.
	3. Exceptions will not be made for Injuries as MLB teams will be required to call up any of their MiLB pitcher(s) in order to make up for an injury instead.
6. All pitchers must face at least 3 batters unless they are injured or injure another player as a result of their actions (example = intentionally hitting a batter); However, this doesn’t apply for the preseason/spring training.
7. **The following penalties will occur if any player intentionally hits another player, regardless of the method:**
	1. 1st Offense = fined at least $1,000 and being suspended for at least 20 games.
	2. 2nd Offense = fined at least $2,000 and being suspended for at least 40 games.
	3. 3rd Offense = fined at least $4,000 and being suspended for the rest of the season (this includes the postseason).
	4. If any player gets penalized at least 3 times in at least 2 consecutive seasons, then the player is banned from playing in both MLB & MiLB for the rest of their life.
	5. *A batter cannot make a movement to intentionally be hit by a pitch:*
		1. A player who leans or sticks a portion of his body outside the batter’s box to be hit will have a strike awarded to the count.
8. **Pitchers will no longer be required to throw 4 pitches on intentional walks:**
	1. Instead, the defensive team can inform the umpire that it is walking the hitter (thus giving up 1 run).
	2. However, the pitcher must have paced at least 2 batters in order to do so.

## Batting Rules:

1. The Strike Zone is the space over home plate which is between the top of the batter's shoulders and his knees when he assumes his natural stance. The umpire shall determine the Strike Zone according to the batter's usual stance when he swings at a pitch.
2. Each batter has a max of 2 bunts per at-bat / plate appearance.
3. If a batter gets 3 foul balls after a 2nd strike, then that player must be declared out.
4. **Batters must be in the box and attentive to the pitcher with at least 8 seconds left on the timer.**
	1. If the batter is not ready to hit by the time the clock expires, a strike will be added to the count.
5. **Batters will only get 1 timeout per plate appearance:**
	1. A player, regardless of where he is standing, must indicate to an umpire that he is ready to resume play, at which point the umpire will tell the operator to wind the clock.
6. **The batter must keep at least 1 foot in the batter’s box throughout the at-bat / plate appearance, unless any of the following occurs:**
	1. The batter swings at a pitch
	2. The batter is forced out of the batter’s box by a pitch.
	3. A member of either team requests & is granted “time”.
	4. A defensive player attempts to play a runner at any base.
	5. The batter feints a bunt.
	6. A wild pitch or ball occurs.
	7. The pitcher leaves the dirt area of the pitching mound after receiving the ball.
	8. The catcher leaves the catcher’s box to give defensive signals.
	9. If the bat boy is too slow for whatever reason
	10. However, the batter is still not allowed to leave the dirt area.

Baserunning Rules:

1. Starting on homeplate, each offensive player attempts to earn the right to run (counterclockwise) to the next base (corner) of the diamond, then to touch the base at that corner, continuing on to each following base in order, and finally returning to home, whereupon a run (point) is scored.
2. **It is legal to lead off and steal bases:**
	1. Runners cannot use bats as an extension of their body while advancing the bases.
3. **How to advance the bases:**
	1. A player hits a fair ball that isn’t caught by a fielder before it touches the ground.
	2. A player hits a fair ball that touches the ground and is caught by a fielder whose throw fails to beat the player to a base.
	3. The umpire calls four pitches out of the strike zone during your at-bat.
	4. A pitch in the strike zone hits a player without first touching your bat.
	5. The catcher obstructs a player's swing.
	6. A player hits a fair ball beyond the playing field (for a home run).
	7. A player hits a fair, catchable ball, but the fielder drops the ball, throws it away, and so on.
	8. A third strike skips past the catcher and a player beats the throw to first.

## Scoring System:

1. **A player scores 1 point for every base reached after hitting the ball in addition to completing the circuit of all the bases:**
	1. Example: ground rule double = 2 pts.
	2. However, they will not subsequently score when moving around the bases on another player's hit unless they manage to steal a base or reach home plate.
	3. 1 point will also be awarded for walks.
	4. *Batters are now allowed to steal first base on a pitch not caught cleanly, similar to a dropped third strike:*
		1. "Any pitched ball not caught by the catcher shall be subject to the same baserunning rules for the batter as an uncaught third strike, with the exception of the first base occupied with less than two out exclusion."
		2. A successful attempt will award 1 point to the baserunner
	5. Batters & baserunners can attempt to steal a base a max of 4 times per game
2. **A home run scores 4 points + the number of players on base (if any):**
	1. Example: grand slam = 4 points + 3 base runners for a total of 7 points.
3. **Example (Cincinnati Reds vs Chicago Cubs on August 10, 2019; still using 9-inning format):**

|  |  |
| --- | --- |
| * 1. *Reds:*
		1. VanMeter doubled to deep left center (2), Votto scored (RBI-1) (3).
		2. Aquino homered to left (4)
		3. Senzel homered to left (4).
		4. Aquino homered to left (4).
		5. Barnhart singled to center (1)
		6. Peraza singled to right center, Barnhart to second. (1)
		7. Senzel singled to right center, Senzel safe at second on error by center fielder Almora Jr..(2)
		8. Barnhart singled to right center (1), Senzel scored (RBI-1) (2).
		9. Peraza hit a ground rule double to deep center, Barnhart to third (2)
		10. Gray singled to right (1), Barnhart scored and Peraza scored (RBI-2) (3).
		11. Winker doubled to left, Gray to third (2).
		12. Suárez homered to center (4).
		13. Aquino homered to left center (4).
		14. Winker walked (1)
		15. Farmer homered to left (4).
		16. Aquino walked (1)
		17. Senzel grounded into fielder’s choice at first, Aquino out at second (1).
		18. Barnhart walked, Senzel to second (1)
		19. Peraza hit by pitch, Barnhart to second, Senzel to third (1)
		20. Ogrady singled to left (1).
		21. Peraza singled to left (1).
 | * 1. *Cubs:*
		1. Rizzo hit by pitch (1).
		2. Bote Walked (1).
		3. Rizzo Walked (1).
		4. Lucroy walked (1).
		5. Schwarber singled to right, Lucroy to second (1).
		6. Caratini walked (1)
		7. Kemp singled to right, Caratini to second (1).
		8. Castellanos grounded into fielder's choice to third, Mills out at second (1).
		9. Bote doubled to deep center (2).
		10. Mills singled to right, Bote to third (1).
		11. Kemp doubled to deep right (2).
		12. Schwarber homered into center (4).
		13. Bote singled to right (1).
	2. *Total:*
		1. Reds = 47.
		2. Cubs =18.
 |

## Defensive Shift Rules:

1. **At the time a pitch is thrown, all 4 infielders are required to be on the infield dirt (or infield grass) with at least 1 player on each side of 2nd base:**
	1. All initial shifts & shift changes must last for at least 3 at-bats / plate appearances.
	2. Teams are still allowed to bring an outfielder in, either onto the infield or into the shallow outfield.
	3. *They are also allowed to employ a four-outfielder alignment by having the DH become an outfielder:*
		1. However, they can only do this once per inning, & it can only last a max of 3 plate appearances per inning.
2. If the hitting team reaches base and runners advance on a ball hit under the violation, the game proceeds without penalties.
3. If the play has any other consequence -- an out, a sacrifice, etc. -- the hitting team can decide either to accept the penalty -- which would add one ball to the hitter's count -- or decline it, and the play would stand.
4. Increasing the size of bases from 15 inches (38 cm) to 18 inches (46 cm)

## Mound Visits:

1. **Mound visits will be limited to 6 per team per 3 regulation innings (i.e. 2 per inning):**
	1. Teams will receive an additional visit for every extra inning played.
	2. Any manager, coach or player visit to the mound will count as a mound visit.
	3. Visits to the mound to clean cleats in rainy weather, to check on an injury or potential injury or after the announcement of an offensive substitution are exempted.
	4. Also, normal communication between player and pitcher that does not require either to vacate their position on the field does not count as a visit.
	5. If a team is out of visits, the umpire will have discretion to grant a visit at the catcher's request if he believes there has been a cross-up between the pitcher and catcher.
	6. Baserunners will not be allowed to leave the bases they are occupying during a defensive conference.

## Coach’s Video Review Challenges:

1. **Coaches have 2 video review challenges per game where the technology is available:**
	1. Coaches have 30 seconds from the end of the play to issue a replay challenge.
	2. *Replay officials have 90 seconds to determine the ruling of any challenged play:*
		1. If they can’t determine an overrule within that time, then the call stands.
2. **The following plays will be reviewable by the crew chief at his discretion or with the use of a coach’s challenge:**
	1. A no-catch ruling in the infield in some instances. With runners on base, a no catch within the infield can be changed to a catch only if it results in a third out. With no runners on base, a no catch within the infield can be changed to a catch at any time.
	2. Deciding if a batted ball is fair or foul. The ball must first touch the ground or a fielder beyond the initial position of the first or third baseman.
	3. Deciding if a batted ball is either a ground-rule double or a home run.
	4. Any catch or no-catch ruling in the outfield or foul territory.
	5. Spectator interference.
	6. Deciding scoring plays at home plate inclusive of collisions (illegal and/or malicious slides) or time plays.
3. **The following plays will be reviewable only by a coach’s challenge or at the crew chief’s discretion beginning in the last 2 innings of regulation and extra innings:**
	1. Calls involving whether a base runner passes a preceding runner; determining whether a base runner scored ahead of a third out; and upon an appropriate appeal by the defensive team, determining whether a base runner touched a base.
	2. Force and tag-play calls at any base.
	3. Plays involving hit by pitch.
	4. Deciding if a runner failed to retouch a base after a fair or foul ball is legally caught.
	5. The umpire’s placement of runners following a boundary call.
	6. Deciding if interference occurred on a runner’s attempt to break up a double play.