

# Midlothian

## Little League Local Rules

SPRING 2023

## **Game Day Schedule of Events**

The head coach of each team is to meet with the umpire(s) prior to game time, at home plate, for introductions and rule clarifications. If the official head coach is unavailable an assistant coach shall be appointed to act as head coach for the entirety of the game. At the plate meeting, head coaches from each team must exchange a copy of their line up. Coaches cannot agree to change or ignore the rules. If a coach feels an official MABA rule should be changed, submit the request in writing to the MABA Board. The Board of Directors reviews and considers all written requests for adoption if warranted. The umpire must clearly announce the start time of the game to both the home and visiting teams. The official time is kept by the plate umpire. The home team is the official scorer, and the visiting team shall run the scoreboard. At the end of the game, both teams must have a coach sign the scorecard and the pitching log. Signing the score card confirms that you have acknowledged and agreed with the final score.

## **Umpires & Protests**

A head coach may call time when they wish to protest a call. The umpire who made the original decision may ask another umpire for additional information before making a final decision. Any umpire may overrule their own original call after reviewing the rule in question. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the head coach may ask to get clarification from the commissioner or board member on duty, and official game time is stopped. Any appeal shall be made only to the umpire who made the protested decision and the appeal must include the specific rule in question and any supporting facts (head coach MUST have the printed rule book with the specific rule present to appeal any call). Any umpire's decision which involves a judgment decision like balls, strikes, outs, balks, etc. is final. At no time should a player, assistant coach, parent, or spectator approach an umpire about a call. The maximum time allowed for a rules protest is three (3) minutes. Umpires are required to allow the coach to protest a rule's interpretation.

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL T-BALL DIVISION (4U-5U)**

**PLEASE READ THE RULE BOOK**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

The goal of the Tee Ball is to provide a baseball experience that is grounded in FUN, FITNESS, AND FUNDAMENTALS, the 3-F's that are meant to create a positive experience that will grow a child's love of the game.

**RULES:**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
2. **SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.**
3. Time limit is set for one (1) hour or (3) full innings. When the time limit expires, the remainder of the inning will be completed.
4. The complete roster will bat. The batting order will remain as submitted to the opposing manager through the entire game.
5. The whole roster will bat each ½ inning with no run limit. The ½ inning is completed when either the roster has batted through the lineup or after 3 outs are made, whichever occurs first.
6. Players arriving after the start of the game must be placed at the end of the batting order.
7. Each team will bat the lineup three times, playing three full innings or 1 hour (whichever comes first). All players must play at least one inning of infield

per game. Coaches are encouraged to rotate players through ALL POSITIONS. Coaches are also encouraged to rotate players through the batting lineup. Coaches are to have their players ready to play and "between inning time" should be kept to a minimum with 1- minute being the target.

8. All players should assume a defensive position on the field as rotated by the coach. Teams are allowed: 1 pitcher, and each of the standard infield positions (1st, 2nd, 3rd, SS), and a 5th infielder, for a total of 6 infield positions (if needed to ensure rotational requirements are met).

9. There will be NO CATCHERS in 4U Tee Ball.

10. The 5th infielder, if needed, will be stationed in front of 2nd base, behind the pitcher.

11. The child-pitcher must position themselves on either the right or left side of the 38' pitching rubber and be no more than 3' from the rubber (floating pitching distance, but child-pitcher should remain 38' feet away {no closer than 38'}).

12. All offensive players must wear batting helmets while on the playing field.

13. Four (4) adults will be allowed in the dugout per team. Adult coaches are allowed at first and third base and home plate during offensive play. Two (2) adult coaches are allowed in outfield during defensive play. At least one (1) adult must remain in the dugout at all times.

14. The defensive player that is playing the pitcher position is to stand a few feet to the left or right and a couple feet back of the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher. It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.

15. Only safety balls are to be used.

16. Each batter will be given up to (6) swings off of tee in order for the batter to try to put the ball into play. If the batter is unable to put the ball into play, the batter will be out, but they are encouraged to still run to 1st base. The out will be recorded by the defense, but the runner may stay on base.

17. The baserunners will operate on “tight bases” with the runner being unable to take a lead off the base, runners can only advance one base when the ball is hit, however, on the last batter of the inning, if 3 outs have not been recorded, upon batting the ball, the runner will circle all four bases before offense and defense change positions.
18. Defensive outfielders must remain at least ten (10) feet behind the infield base line before the ball is put into play.
19. The coach pitcher must make all attempts to avoid being contacted by a batted ball.
20. No official scorebook or scoreboard will be kept during the game. No standings will be kept.
21. Managers must turn in equipment at the end of the last regular season game. The value of the equipment provided is \$350.00.

\*Little League Baseball provides a great tee ball curriculum that will aid in the development of your players through structured practice plans and systems that are meant to create a fun atmosphere while coaching the game! See the link below for more information and informative videos and resources.

<https://www.littleleague.org/university/articles/little-league-tee-ball-program/>

All complaints, concerns, and questions need to go through the 4/5/6U baseball division commissioner:

Rey Morales - [teeball@midlothianbaseball.org](mailto:teeball@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL MODIFIED T-BALL DIVISION (6U)**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

The goal of the Modified T-ball is to teach the kids to begin to see the ball and take swings without fear of striking out. The three (3) attempts off the Tee is meant to be a safety net for the kids who cannot hit the pitching.

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
2. **SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.**
3. Time limit is set for one (1) hour or four (4) innings. When the time limit expires, the remainder of the inning will be completed.
4. The complete roster will bat. Batting order will remain as submitted to the opposing manager through the entire game.
5. A maximum of five (5) runs may be score per ½ inning. The ½ inning is completed when either 5 runs are scored or 3 outs are made, whichever occurs first.
6. Players arriving after the start of the game must be placed at the end of the batting order.

7. Catchers are NOT required. If catcher position is played, all safety equipment MUST be worn in accordance with Little League International rules.
8. All offensive players must wear batting helmets while on the playing field.
9. Four (4) adults will be allowed in the dugout per team. Adult coaches are allowed at first and third base and home plate during offensive play. Two (2) adult coaches are allowed in outfield during defensive play. At least one (1) adult must remain in the dugout at all times.
10. Only safety balls are to be used.
11. The pitching coach shall deliver the ball from a kneeling or squatting position, from a distance of twenty-five (25) feet from home plate. The coach pitcher must use an overhand throw to deliver the ball. Any batted ball that hits the pitching coach shall be declared a dead ball, therefore not considered a pitch and will NOT count against the batter's pitch count.
12. Each batter will be given three (3) pitches by a coach in order for the batter to try to put the ball into play. If the batter is unable to put the ball into play off the pitching, then the batter will be given three (3) attempts to put the ball in play from the Tee.
13. Batters cannot strike out on the thrown pitches.
14. If the ball is hit foul on the third (3<sup>rd</sup>) attempt from the tee then the batter is not out.
15. If the batter puts a ball in play off of a pitch, the batter WILL NOT be limited to one base and can advance at their own risk if the ball reaches the "outfield" (past the infielders). If the ball does not reach the outfield, the batter will be restricted to one base.
16. If the batter puts a ball in play on their swings off of the tee, the batter WILL be limited to one base on a batted ball.
17. The baserunners will operate on "tight bases" with the runners being unable to take a lead off the base. Runners can only advance one base when the ball is hit off of the tee or on a batted ball to the infield off of a pitch. On batted

balls to the outfield off of a pitch, baserunners can advance at their own risk until infield control is called.

18. The infield control rule will be utilized on batted balls to the outfield off of a pitch.

## **INFIELD CONTROL RULE**

Infield control is called by the umpire raising one hand (while remaining silent). Time is called by the umpire raising two hands and yelling time.

Play will be considered “live” after it is hit into fair territory. The play shall be considered “dead” when time has been called by the umpire and the defense does not attempt to advance the play (i.e. attempt to throw out a runner). Once infield control has been established, runners still advancing to the next base may advance to that base, if they have crossed the half-way line on or before the moment when Infield Control was called. If not, the runners must return to the previous base. This rule also applies to runners attempting to score. If more than one base runner is running when infield control is established, this rule applies independently to each runner. Only the umpire may determine whether a runner was in front of or behind the white lines at the time Infield Control is called; protests by the coaches / parents are strictly prohibited and will not be tolerated.

“Infield Control” is defined as the moment when any member of the defense has full possession and control of the baseball while standing in the infield dirt (or infield grass, if any) in fair territory. However, if an infield defensive player fields a ball immediately after the ball is hit, infield control is not established if said player immediately throws the ball to a base attempting to get a runner out. Once the player receiving the throw has the ball in the infield in fair territory, infield control is established.

Also, once Infield Control is ‘gained,’ it cannot be ‘lost.’ If the defense tries to make an out after Infield Control is gained but loses possession of the ball (such as through an overthrow, dropped ball, etc.) this does not allow the runners to advance any farther than to the base the runner would have been allowed if the defense had not tried to make the play. The *purpose* of the rule is to encourage defense to try to make a play but not be penalized for an attempt which goes wrong.



A runner trying to advance can be put out after infield control is called and before time is called.

19. The defensive player that is playing the pitcher position is to stand a few feet to the left or right and a couple feet back of the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher. It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.
20. Defensive infielders will be able to make a throw to bases without risk of a runner advancing on batted balls to the infield. The batter will be unable to advance on these throws, whether caught or overthrown to the base.
21. Defensive outfielders must remain at least ten (10) feet behind the infield base line before the ball is put into play.
22. The coach pitcher must make all attempts to avoid being contacted by a batted ball.
23. The Home Team will be responsible for providing someone to keep the scorebook and the Visiting team will be responsible for providing someone to keep the scoreboard. No standings will be kept.
24. Coaches must turn in equipment at the end of the last game. The value of the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.
25. Standings will be determined based on the following:
  1. Winning percentage
  2. Head to Head (if 2 teams are tied and all teams played each other)
  3. Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
  4. Total Runs Allowed
  5. Total Runs Scored

\*Little League Baseball provides a great tee ball curriculum that will aid in the development of your players through structured practice plans and development

systems that are meant to create a fun atmosphere while coaching the game!  
See the link below for more information and informative videos and resources.

<https://www.littleleague.org/university/articles/little-league-tee-ball-program/>

All complaints, concerns, and questions need to go through the 4/5/6U baseball division commissioner:

Rey Morales - [teeball@midlothianbaseball.org](mailto:teeball@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL COACH PITCH 1 DIVISION (7U)**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
2. Time limit is set for the lesser of one (1) hour 15 minutes or 6 innings. When the time limit expires, the remainder of the inning will be completed.
3. Continuous batting order (CBO) is in effect (entire roster bats). Batting order will remain as submitted to the scorekeeper through the entire game.
4. Players arriving after the start of the game must be placed at the end of the batting order.
5. Each team will field a maximum of ten (10) players.
6. Every player on the team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
7. In the event that only 8 players are available to play, an out will be recorded at the bottom of the lineup each time the missing player comes up in the batting order or as mutually agreed upon by competing coaches at the initial home plate meeting. Teams are permitted to play with 7 players, however, they **MUST** take one out in the place of the 8th batter or as mutually agreed upon by

competing coaches at the initial home plate meeting. In the event that a team does not have 7 players at the time of game start, the game clock will start and if the 7th does not arrive within 15 minutes of start, a forfeit will be forced.

8. Catchers MUST wear all safety equipment in accordance with Little League International rules. This INCLUDES the hanging throat protector.

9. Once a fair or foul ball has been called by the umpire; the call cannot be protested and cannot be overturned. The call will stand as the umpire rules.

10. All offensive players must wear batting helmets while on the playing field.

11. A maximum of five (5) runs may be scored per ½ inning except in the last inning if reached. 10 runs may be scored during this last ½ inning.

12. The pitching coach shall deliver the ball from a standing position, from a distance of at least 35 feet from home plate. He/She must use an overhand throw to deliver the ball and the coach must exit the playing field immediately following a hit ball. He/She may become the third base coach (not first base) and avoid obstructing any offensive player or interfering with any defensive player. Any batted ball that hits the pitching coach shall be declared a dead ball, therefore not considered a pitch and will not count against the batter's pitch count or as a strike. The pitching coach may not talk to, or coach the batter once the ball is pitched.

13. The defensive player that is playing the pitcher position is to stand a few feet to the left or right and a couple feet back of the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher. ***It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.***

14. Each batter will get a total of 6 pitches. After 3 swinging strikes, the batter is out. If the batter fouls the third strike or the last pitch, the batter will get another pitch until: -a swing and a miss, -a hit, -or a no swing. There will be no called strikes and no walks will be given.

15. The baserunner will operate on "tight bases" with the runner being unable to take a lead off the base.

16. No head first slides are permitted unless going back into a base. If the player slides head first into a base that player will be called out.

17. There is not a “must-slide” rule, however, often sliding is the safest option for both runner and fielder, so coaches are recommended to teach sliding when there is an impending play. In the even of “intentional contact” on an impending play, it shall be up to the umpire’s discretion to declare the runner out automatically.

18. **INFIELD CONTROL RULE**

Infield control is called by the umpire raising one hand (while remaining silent). Time is called by the umpire raising two hands and yelling time.

Play will be considered “live” after it is hit into fair territory. The play shall be considered “dead” when time has been called by the umpire and the defense does not attempt to advance the play (i.e. attempt to throw out a runner). Once infield control has been established, runners still advancing to the next base may advance to that base, if they have crossed the half-way line on or before the moment when Infield Control was called. If not, the runners must return to the previous base. This rule also applies to runners attempting to score. If more than one base runner is running when infield control is established, this rule applies independently to each runner. Only the umpire may determine whether a runner was in front of or behind the white lines at the time Infield Control is called; protests by the coaches / parents are strictly prohibited and will not be tolerated.

“Infield Control” is defined as the moment when any member of the defense has full possession and control of the baseball while standing in the infield dirt (or infield grass, if any) in fair territory. However, if an infield defensive player fields a ball immediately after the ball is hit, infield control is not established if said player immediately throws the ball to a base attempting to get a runner out. Once the player receiving the throw has the ball in the infield in fair territory, infield control is established.

Also, once Infield Control is ‘gained,’ it cannot be ‘lost.’ If the defense tries to make an out after Infield Control is gained but loses possession of the ball (such as through an overthrow, dropped ball, etc.) this does not allow the runners to advance any farther than to the base the runner would have been allowed If the defense had not tried to make the play. The *purpose*

of the rule is to encourage defense to try to make a play but not be penalized for an attempt which goes wrong.

A runner trying to advance can be put out after infield control is called and before time is called.

19. There will only be four (4) adults permitted in the team dugout.
20. Each team must play a catcher and must play ten (10) players while on defense, including four (4) outfielders. Three (3) outfielders are permitted only when a defensive team has only nine (9) able-bodied players.
21. Managers must turn in equipment bag with checked out gear at the end of the last regular season game unless selected to coach one of the All-Star teams. The value of the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.
22. Standings will be determined based on the following:
  1. Winning percentage
  2. Head to Head (if 2 teams are tied and all teams played each other)
  3. Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
  4. Total Runs Allowed
  5. Total Runs Scored

## **Bats**

ALL bats **MUST** have this logo on them to be eligible for use.



\*Coach Pitch 1 **IS** allowed to use both 2 1/4 or 2 5/8 size barrel bat.

## **DUTIES:**

The Home team will be responsible for providing an **ADULT** that is responsible for keeping the official score book. The scorebook keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will be responsible for providing an **ADULT** that is responsible for keeping the score board. The scoreboard keeper must sit behind home plate so the umpire can converse with them if necessary.

After completion of each game, **the scoreboard keeper must disconnect their phone from the scoreboard app.**

## **For the first game of the day:**

### **HOME TEAM**

Ensure bases are in place.

If playing at Midlothian Community Park and bases are not out, please seek out the Board Member on Duty at the Concessions Area to help locate the bases.

## **For the last game of the day:**

### **HOME TEAM**

Ensure that the home dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

### **VISITING TEAM**

Ensure that the visiting dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

All complaints, concerns, and questions need to go through the 7U baseball division commissioner:

Jared McCoy - [7ucommissioner@midlothianbaseball.org](mailto:7ucommissioner@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL COACH PITCH 2 DIVISION (8U)**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
2. Time limit is set for the lesser of one (1) hour 15 minutes or 6 innings. When the time limit expires, the remainder of the inning will be completed.
3. Continuous batting order (CBO) is in effect (entire roster bats). Batting order will remain as submitted to scorekeeper through the entire game.
4. Players arriving after the start of the game must be placed at the end of the batting order.
5. Each team will field a maximum of ten (10) players.
6. Every player on the team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
7. In the event a team cannot field 10 players, the game may continue with 9 players. If only 8 players are available to play, an out will be recorded at the bottom of the lineup each time the missing player has an at bat.



8. Catchers MUST wear all safety equipment in accordance with Little League International rules. This INCLUDES the hanging throat protector.
9. Once a fair or foul ball has been called by the umpire; the call cannot be protested and cannot be overturned. The call will stand as the umpire rules.
10. All offensive players must wear batting helmets while on the playing field.
11. A maximum of five (5) runs may be scored per ½ inning except in the last inning if reached. 10 runs may be scored during this last ½ inning.
12. The pitching coach shall deliver the ball from a standing position, from a distance of 40-42 feet from home plate. He/She must use an overhand throw to deliver the ball and the coach must exit the playing field immediately following a hit ball. He/She may become the third base coach (not first base) and avoid obstructing any offensive player or interfering with any defensive player. Any batted ball that hits the pitching coach shall be declared a dead ball, therefore not considered a pitch and will not count against the batter's pitch count or as a strike. The pitching coach may not talk to, or coach the batter once the ball is pitched.
13. The defensive player that is playing the pitcher position is to stand a few feet to the left or right and a couple feet back of the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher. ***It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.***
14. Each batter will get a total of 6 pitches. After 3 swinging strikes, the batter is out. If the batter fouls the third strike or the last pitch, the batter will get another pitch until: -a swing and a miss, -a hit, -or a no swing. There will be no called strikes and no walks will be given.
15. The baserunner will operate on "tight bases" with the runner being unable to take a lead off the base.
16. The adult offensive pitcher cannot coach base runners from the mound, but positioning the batter is acceptable.
17. Adult base coaches are allowed. No defensive coaches are allowed on the field at any time.

18. There will only be four (4) adults permitted in the team dugout.

19. Each team will field a maximum of ten (10) players. Each team must play a catcher and can play ten (10) total players while on defense, including four (4) outfielders. The “extra” 10th player cannot play in the infield. In the event that only 8 players are available to play, an out will be recorded at the bottom of the lineup each time the missing player comes up in the batting order or as mutually agreed upon by competing coaches at the initial home plate meeting. Teams are permitted to play with 7 players, however, they MUST take one out in the place of the 8th batter or as mutually agreed upon by competing coaches at the initial home plate meeting. In the event that a team does not have 7 players at the time of game start, the game clock will start and if the 7th does not arrive within 15 minutes of start, a forfeit will be forced.

19. No head first slides are permitted unless going back into a base. If the player slides head first into a base that player will be called out.

20. There is not a “must-slide” rule, however, often sliding is the safest option for both runner and fielder, so coaches are recommended to teach sliding when there is an impending play. In the event of “intentional contact” on an impending play, it shall be up to the umpire’s discretion to declare the runner out automatically.

20. The infield fly rule will not be enforced.

## 21. LEAD RUNNER RULES

The purpose of Coach Pitch 2 is to teach the baseball players how to begin to play the game properly. As such, there is no such thing as 'infield control' in Coach Pitch 2. Instead, the defense must stop the lead runner. Stopping the lead runner is defined as making a baseball play on the lead runner while in close enough proximity to cause a reasonable runner to stop or stall in running, whether on the base or not. This can also be defined as advancing the baseball ahead of the lead runner.

Once the umpire has judged the lead runner to be stopped (or would have been stopped by a reasonable runner), time will be called. Technically, “time” will

not be called until runners are on a base or just past it due to being stopped by the defense and the play is over due to the lead runner being stopped.

Please note that a runner can be stopped even if the player holding the ball is in foul territory.

**Here are a few examples:**

Example 1: The pitcher catches a relay throw while in the middle of the field near the mound. He then charges the runner who has rounded 3rd base, causing that runner to stop running and retreat to 3rd base. The runner has been stopped.

Example 2: The second baseman catches a relay throw from right field while standing in the outfield grass near the infield dirt. The runner has rounded 3rd base, pauses for a moment, and then runs home. The 2nd basemen throws to the catcher but the catcher drops the ball and is not able to make the tag. The runner is safe and is allowed to score because the runner was not stopped.

Example 3: The hitter bats the ball to the third baseman who knocks the ball down but the ball rolls away from him. The runner at 2nd base advances to third base while the hitter advances to 1st base. The runner at 3rd overruns the bag and goes down the baseline. The runner at 3rd runs back to the bag and is barely safe after the third baseman tries to tag him out. After the third baseman tries to tag the runner, the runner at first leaves to run to 2nd base. The third baseman throws to 2nd base but overthrows and the ball travels to the right field fence. Both runners advance to home. This is allowed unless the umpire calls time after tag attempt at third base. And time should not be called if runner rounds first without stopping during a tag attempt until he reaches second.

Example 4: The short stop fields the relay throw from the outfield and throws the ball to the pitcher. When the pitcher catches the ball, one runner is almost to 3rd base and one runner is almost to 2nd base. The pitcher does not look at the runner at 3rd and instead chases down the runner at 2nd base. The runner at 3rd stops on the bag for a moment and then advances to home. The runner at 2nd is held at 2nd. The runner who scored is allowed to score because the defense did not attempt to stop him, even though the ball was in full possession in the infield.

22. Managers must turn in equipment bag at the end of the last regular season game unless selected to coach one of the All-Star teams. The value of

the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.

23. Standings will be determined based on the following:
1. Winning percentage
  2. Head to Head (if 2 teams are tied and all teams played each other)
  3. Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
  4. Total Runs Allowed
  5. Total Runs Scored

### **Bats**

ALL bats **MUST** have this logo on them to be eligible for use.



\*Coach Pitch 2 **IS** allowed to use both 2 1/4 or 2 5/8 size barrel bat

### **DUTIES:**

The Home team will be responsible for providing an **ADULT** that is responsible for keeping the official score book. The scorebook keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will be responsible for providing an **ADULT** that is responsible for keeping the score board. The scoreboard keeper must sit behind home plate so the umpire can converse with them if necessary.

After completion of each game, **the scoreboard keeper must disconnect their phone from the scoreboard app.**

## **For the first game of the day:**

## **HOME TEAM**

Ensure bases are in place.

If playing at Midlothian Community Park and bases are not out, please seek out the Board Member on Duty at the Concessions Area to help locate the bases.

## **For the last game of the day:**

### **HOME TEAM**

Ensure that the home dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

### **VISITING TEAM**

Ensure that the visiting dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

All complaints, concerns, and questions need to go through the 7/8U baseball division commissioner:

Bobby Lewis - [8ucommissioner@midlothianbaseball.org](mailto:8ucommissioner@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL MINORS DIVISION (9U/10U)**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

**GAMEPLAY RULES**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
2. Time limit is set for one (1) hour and thirty (30) minutes or six (6) innings, whichever comes first. When the time limit expires the remainder of the inning will be completed unless the home team is batting and is ahead. No new inning will start if time remaining is 5 minutes or less.
3. Continuous batting order (CBO) is in effect (entire roster bats). Batting order will remain as submitted to the scorekeeper through the entire game.
4. Players arriving after the start of the game must be placed at the end of the batting order.
5. In the event a team cannot field 9 players, the game may be played with 8 players. In the event that only 8 players are available to play, an out will be recorded at the bottom of the lineup each time the missing player comes up in the batting order or as mutually agreed upon by competing coaches at the initial home plate meeting. Teams are permitted to play with 7 players, however, they **MUST** take one out in the place of the 8th batter or as mutually agreed upon by

competing coaches at the initial home plate meeting. In the event that a team does not have 7 players at the time of game start, the game clock will start and if the 7th does not arrive within 15 minutes of start, a forfeit will be forced.

6. Pre-Game Infield Practice (“warm ups”) will be at the discretion of the umpire and in coordination and agreement with the opposing coach.

7. Catchers MUST wear all safety equipment in accordance with Little League International rules. This INCLUDES the hanging throat protector.

8. Players wearing the proper equipment (at a minimum, mask with throat protector) may warm-up the pitcher. Adults (coaches) CAN warm up the pitcher between innings to expedite the between innings transition.

9. A courtesy runner may be used for pitcher and/or catcher when there are two (2) outs. Runner is the last recorded out.

10. All offensive players must wear batting helmets while on the playing field.

11. Every player on the team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

12. A maximum of five (5) runs may be scored per ½ inning except in the last inning if reached. Up to 10 runs may be scored in that final ½ inning.

13. If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. This should not be called the “mercy rule” or “slaughter rule.” It is the “Run Rule.”

## **COACHING RULES**

13. Two (2) adult base coaches are allowed. One approved adult must be in the dugout at all times. No defensive coaches are allowed on the field. If two adult base coaches are not present, a player with a helmet will need to serve as a base coach.

14. Managers and coaches must remain in the dugout at all times unless actively participating as base coach.

15. No more than three (3) adults per team are allowed in the dugout.

### **BATTING RULES**

16. Little League requires batters to keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Individual warnings do not carry over from previous at-bats.

17. No slashing is allowed.

### **BASERUNNING RULES**

16. THE DROPPED THIRD STRIKE RULE DOES NOT APPLY TO MINORS. On dropped third strikes, the batter is not permitted to advance and will be OUT, however, this is to be considered a live ball for all base-runners currently on base and they can advance at their own risk.

17. The baserunner will operate on "tight bases" with the runner being unable to take a lead off the base. Base runners will only be permitted to leave the base and advance once the ball has been pitched and has reached the batter. Stealing is permitted once the ball reaches the batter.

18. No head first slides are permitted unless going back into a base. If the player slides head first into a base that player will be called out.

19. There is not a "must-slide" rule, however, often sliding is the safest option for both runner and fielder, so coaches are recommended to teach sliding when there is an impending play. In the even of "intentional contact" on an impending play, it shall be up to the umpire's discretion to declare the runner out automatically.

### **PITCHING RULES**



20. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group (see below), but the pitcher may remain in the game at another position. PITCHING LOGS MUST BE KEPT AND SIGNED AFTER EACH GAME! DO NOT LOSE THESE AS IT CAN IMPACT YOUR PLAYER'S ABILITY TO PITCH UNLESS COUNTS ARE ABLE TO BE CONFIRMED.

League Age: 10 (75 pitches per day); 11-12 (85 pitches per day)

**Exception:** If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who catches in four or more innings in a game is not eligible to pitch on that calendar day.

Pitchers league age 10-12 must adhere to the following rest requirements:

- **66 or more pitches in a day:** four (4) calendar days of rest
- **51-65 pitches in a day:** three (3) calendar days of rest
- **36-50 pitches in a day:** two (2) calendar days of rest
- **21-35 pitches in a day:** one (1) calendar day of rest
- **1-20 pitches in a day:** zero (0) calendar days of rest

NOTE: Pitchers may complete a batter at each threshold above, including the maximum pitch count.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

19. Managers must turn in equipment at the end of the last regular season game. The value of the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.

20. Standings will be determined based on the following:
1. Winning percentage
  2. Head to Head (if 2 teams are tied and all teams played each other)

3. Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
4. Total Runs Allowed
5. Total Runs Scored

## **Bats**

ALL bats MUST have this logo on them to be eligible for use.



\*9/10U Minors **IS** allowed to use both 2 1/4 or 2 5/8 size barrel bat.

## **DUTIES:**

The Home team will be responsible for providing an **ADULT** that is responsible for keeping the official score book. The scorebook keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will be responsible for providing an **ADULT** that is responsible for keeping the score board. The scoreboard keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will also be responsible for providing an **ADULT** that is designated as the official pitch counter. This number will be utilized to keep an official record of the pitch count tracking that is necessary to stay in compliance with Little League Rules.

After completion of each game, **the scoreboard keeper must disconnect their phone from the scoreboard app.**

## **For the first game of the day:**

### **HOME TEAM**

Ensure bases are in place at the correct 60' distances.

If playing at Midlothian Community Park and bases are not out, please seek out the Board Member on Duty at the Concessions Area to help locate the bases.

# For the last game of the day:

## HOME TEAM

Ensure that the home dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

## VISITING TEAM

Ensure that the visiting dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

All complaints, concerns, and questions need to go through the 7/8U baseball division commissioner:

All complaints, concerns, and questions need to go through the 9/10U baseball division commissioner:

Cristy Olson - [9u10ucommissioner@midlothianbaseball.org](mailto:9u10ucommissioner@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL MAJORS DIVISION (11/12U)**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

**GAMEPLAY RULES**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
  
2. Time limit is set for one (1) hour and thirty (30) minutes or six (6) innings, whichever comes first. When the time limit expires the remainder of the inning will be completed unless the home team is batting and is ahead. No new inning will start if time remaining is 5 minutes or less.
  
3. Continuous batting order (CBO) is in effect (entire roster bats). Batting order will remain as submitted to the scorekeeper through the entire game.
  
4. Players arriving after the start of the game must be placed at the end of the batting order.
  
5. In the event a team cannot field 9 players, the game may be played with 8 players. If only 8 players are available to play, an out will be recorded at the bottom of the lineup each time the missing player has an at bat.
  
6. Pre-Game Infield Practice (“warm ups”) will be at the discretion of the umpire and in coordination and agreement with the opposing coach.

7. Catchers MUST wear all safety equipment in accordance with Little League International rules. This INCLUDES the hanging throat protector.
8. Players wearing the proper equipment (at a minimum, mask with throat protector) may warm-up the pitcher. Adults (coaches) CAN warm up the pitcher between innings to expedite the between innings transition.
10. All offensive players must wear batting helmets while on the playing field.
11. Every player on the team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
12. A maximum of five (5) runs may be scored per ½ inning except in the last inning if reached. Up to 10 runs may be scored in that final ½ inning.
13. If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. This should not be called the “mercy rule” or “slaughter rule.” It is the “Run Rule.”

## **COACHING RULES**

14. Two (2) base coaches are allowed. **One approved adult must be in the dugout at all times.** No defensive coaches are allowed on the field. If two adult base coaches are not present, a player with a helmet will need to serve as a base coach.
15. Managers and coaches must remain in the dugout at all times unless actively participating as base coach.
16. No more than two (2) adults per team are allowed in the dugout.

## **BATTING RULES**

17. Little League requires batters to keep one foot in the batter’s box throughout their at-bat, barring eight exceptions provided in the rule book. If the batter leaves the batter’s box or delays play and none of the exceptions apply,

the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Individual warnings do not carry over from previous at-bats.

18. No slashing is allowed.

## **BASERUNNING RULES**

19. Courtesy runner may be used for pitcher and/or catcher when there are two (2) outs. The runner is the last recorded out.

20. The infield fly rule will be enforced. (See Little League Rule Book, Rule 6.00)

21. THE DROPPED THIRD STRIKE RULE **DOES APPLY** TO MAJORS. On dropped or uncaught third strikes, the batter can only attempt to go to first base if: 1) there are two outs even if there is a runner at first base OR 2) there are less than two outs and first base was unoccupied at the time of the pitch AND 3) the runner has not yet entered the dugout. The runner may go straight to the base from their current position.

22. The baserunner will operate on “tight bases” with the runner being unable to take a lead off the base. Base runners will only be permitted to leave the base and advance once the ball has been pitched and has reached the batter. Stealing is permitted once the ball reaches the batter.

23. No head first slides are permitted unless going back into a base. If the player slides head first into a base that player will be called out.

24. There is not a “must-slide” rule, however, often sliding is the safest option for both runner and fielder, so coaches are recommended to teach sliding when there is an impending play. In the even of “intentional contact” on an impending play, it shall be up to the umpire’s discretion to declare the runner out automatically.

## **PITCHING RULES**

25. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group (see below), but the pitcher may remain in the game at another

position. PITCHING LOGS MUST BE KEPT AND SIGNED AFTER EACH GAME! DO NOT LOSE THESE AS IT CAN IMPACT YOUR PLAYER'S ABILITY TO PITCH UNLESS COUNTS ARE ABLE TO BE CONFIRMED.

League Age: 10 (75 pitches per day); 11-12 (85 pitches per day)

**Exception:** If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who catches in four or more innings in a game is not eligible to pitch on that calendar day.

Pitchers league age 10-12 must adhere to the following rest requirements:

- **66 or more pitches in a day:** four (4) calendar days of rest
- **51-65 pitches in a day:** three (3) calendar days of rest
- **36-50 pitches in a day:** two (2) calendar days of rest
- **21-35 pitches in a day:** one (1) calendar day of rest
- **1-20 pitches in a day:** zero (0) calendar days of rest

NOTE: Pitchers may complete a batter at each threshold above, including the maximum pitch count.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

26. Managers must turn in equipment at the end of the last regular season game. The value of the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.

27. Standings will be determined based on the following:
1. Winning percentage
  2. Head to Head (if 2 teams are tied and all teams played each other)
  3. Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
  4. Total Runs Allowed
  5. Total Runs Scored

## **Bats**

ALL bats MUST have this logo on them to be eligible for use.



\*11/12U Majors **IS** allowed to use both 2 1/4 or 2 5/8 size barrel bat.

## **DUTIES:**

The Home team will be responsible for providing an **ADULT** that is responsible for keeping the official score book. The scorebook keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will be responsible for providing an **ADULT** that is responsible for keeping the score board. The scoreboard keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will also be responsible for providing an **ADULT** that is designated as the official pitch counter. This number will be utilized to keep an official record of the pitch count tracking that is necessary to stay in compliance with Little League Rules.

After completion of each game, **the scoreboard keeper must disconnect their phone from the scoreboard app.**

## **For the first game of the day:**

### **HOME TEAM**

Ensure bases are in place at the correct 60' distances.

If playing at Midlothian Community Park and bases are not out, please seek out the Board Member on Duty at the Concessions Area to help locate the bases.



# For the last game of the day:

## HOME TEAM

Ensure that the home dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

## VISITING TEAM

Ensure that the visiting dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

All complaints, concerns, and questions need to go through the 11/12U baseball division commissioner:

Daniel Say - [11u12ucommissioner@midlothianbaseball.org](mailto:11u12ucommissioner@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL INTERMEDIATE DIVISION (11/12U) 50/70**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

**GAMEPLAY RULES**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
  
2. Time limit is set for one (1) hour and thirty (30) minutes or seven (7) innings, whichever comes first. When the time limit expires the remainder of the inning will be completed unless the home team is batting and is ahead. No new inning will start if time remaining is 5 minutes or less. It is considered a regulation game after 5 innings.
  
3. Continuous batting order (CBO) is in effect (entire roster bats). Batting order will remain as submitted to the scorekeeper through the entire game.
  
4. Players arriving after the start of the game must be placed at the end of the batting order.
  
5. In the event a team cannot field 9 players, the game may be played with 8 players. If only 8 players are available to play, an out will be recorded at the bottom of the lineup each time the missing player has an at bat.
  
6. Pre-Game Infield Practice (“warm ups”) will be at the discretion of the umpire and in coordination and agreement with the opposing coach.

7. Catchers MUST wear all safety equipment in accordance with Little League International rules. This INCLUDES the hanging throat protector.
8. Players wearing the proper equipment (at a minimum, mask with throat protector) may warm-up the pitcher. Adults (coaches) CAN warm up the pitcher between innings to expedite the between innings transition.
10. All offensive players must wear batting helmets while on the playing field.
11. Every player on the team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
12. A maximum of five (5) runs may be scored per ½ inning except in the last inning if reached. Up to 10 runs may be scored in that final ½ inning.
13. If at the end of three (4) innings (three and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game (5 innings) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. This should not be called the “mercy rule” or “slaughter rule.” It is the “Run Rule.”

## COACHING RULES

14. Two (2) base coaches are allowed. **One approved adult must be in the dugout at all times.** No defensive coaches are allowed on the field. If two adult base coaches are not present, a player with a helmet will need to serve as a base coach.
15. Managers and coaches must remain in the dugout at all times unless actively participating as base coach.
16. No more than two (2) adults per team are allowed in the dugout.

## BATTING RULES

17. Little League requires batters to keep one foot in the batter’s box throughout their at-bat, barring eight exceptions provided in the rule book. If the

batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Individual warnings do not carry over from previous at-bats.

18. No slashing is allowed.

## **BASERUNNING RULES**

19. Courtesy runner may be used for pitcher and/or catcher when there are two (2) outs. The runner is the last recorded out.

20. THE DROPPED THIRD STRIKE RULE **DOES APPLY** TO Intermediate baseball. On dropped or uncaught third strikes, the batter can only attempt to go to first base if: 1) there are two outs even if there is a runner at first base OR 2) there are less than two outs and first base was unoccupied at the time of the pitch AND 3) the runner has not yet entered the dugout. The runner may go straight to the base from their current position.

21. The baserunner will operate on "open bases" with the runners being able to leave and "lead off" of the bases prior to the pitch being thrown .

22. No head first slides are permitted unless going back into a base. If the player slides head first into a base that player will be called out.

23. There is not a "must-slide" rule, however, often sliding is the safest option for both runner and fielder, so coaches are recommended to teach sliding when there is an impending play. In the event of "intentional contact" on an impending play, it shall be up to the umpire's discretion to declare the runner out automatically.

## **PITCHING RULES**

24. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group (see below), but the pitcher may remain in the game at another position. **PITCHING LOGS MUST BE KEPT AND SIGNED AFTER EACH GAME! DO NOT LOSE THESE AS IT CAN IMPACT YOUR PLAYER'S ABILITY TO PITCH UNLESS COUNTS ARE ABLE TO BE CONFIRMED.**

League Age: 10 (75 pitches per day); 11-12 (85 pitches per day)

**Exception:** If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who catches in four or more innings in a game is not eligible to pitch on that calendar day.

Pitchers league age 10-12 must adhere to the following rest requirements:

- **66 or more pitches in a day:** four (4) calendar days of rest
- **51-65 pitches in a day:** three (3) calendar days of rest
- **36-50 pitches in a day:** two (2) calendar days of rest
- **21-35 pitches in a day:** one (1) calendar day of rest
- **1-20 pitches in a day:** zero (0) calendar days of rest

NOTE: Pitchers may complete a batter at each threshold above, including the maximum pitch count.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

26. Managers must turn in equipment at the end of the last regular season game. The value of the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.

27. Standings will be determined based on the following:
- Winning percentage
  - Head to Head (if 2 teams are tied and all teams played each other)
  - Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
  - Total Runs Allowed
  - Total Runs Scored

## **Bats**

ALL bats MUST have one of these logos on them to be eligible for use.



\*11/12U IS allowed to use both 2 1/4 or 2 5/8 size barrel bat.

## **DUTIES:**

The Home team will be responsible for providing an **ADULT** that is responsible for keeping the official score book. The scorebook keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will be responsible for providing an **ADULT** that is responsible for keeping the score board. The scoreboard keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will also be responsible for providing an **ADULT** that is designated as the official pitch counter. This number will be utilized to keep an official record of the pitch count tracking that is necessary to stay in compliance with Little League Rules.

After completion of each game, **the scoreboard keeper must disconnect their phone from the scoreboard app.**

## **For the first game of the day:**

### **HOME TEAM**

Ensure bases are in place at the correct 70' distances with the mound at 50'.

If playing at Midlothian Community Park and bases are not out, please seek out the Board Member on Duty at the Concessions Area to help locate the bases.

# For the last game of the day:

## HOME TEAM

Ensure that the home dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

## VISITING TEAM

Ensure that the visiting dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

All complaints, concerns, and questions need to go through the 11/12U baseball division commissioner:

Daniel Say - [11u12ucommissioner@midlothianbaseball.org](mailto:11u12ucommissioner@midlothianbaseball.org)

**MIDLOTHIAN LITTLE LEAGUE  
2023 Local Rules**

**BASEBALL JUNIORS DIVISION (13/14)**

**PLEASE READ THE RULE BOOK via the Little League Rulebook APP**

**LITTLE LEAGUE RULES AND REGULATIONS ARE IN EFFECT WITH THE  
FOLLOWING MODIFICATIONS:**

**SHOW GOOD SPORTSMANSHIP – REMEMBER, OUR CHILDREN ARE LEARNING  
FROM YOU!!**

**RULES:**

**GAMEPLAY RULES**

1. Both Midlothian Community Park and Jaycee Park tobacco free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade or sunflower seeds on game fields.
  
2. Time limit is set for one (1) hour and forty five(45) minutes or seven (7) innings, whichever comes first. When the time limit expires the remainder of the inning will be completed unless the home team is batting and is ahead. No new inning will start if time remaining is 5 minutes or less. It is considered a regulation game after 5 innings. If at the end of the time limit the score is tied, it shall be a tie game in regular season play. Junior teams are allowed to play one double header in a calendar week.
  
3. Continuous batting order (CBO) (entire roster bats) may be used if both teams agree prior to the beginning of the game. If not, then Little League rules are used for substitution and all players must play 2 innings in the field of a full game and bat at least once. Batting order will remain as submitted to the scorekeeper through the entire game.
  
4. Players arriving after the start of the game must be placed at the end of the batting order.



5. In the event a team cannot field 9 players, the game may be played with 8 players. Anything less than 8 players is considered a forfeit.
6. Pre-Game Infield Practice (“warm ups”) will be at the discretion of the umpire and in coordination and agreement with the opposing coach.
7. Catchers MUST wear all safety equipment in accordance with Little League International rules. This INCLUDES the hanging throat protector.
8. Players wearing the proper equipment (at a minimum, mask with throat protector) may warm-up the pitcher. Adults (coaches) CAN warm up the pitcher between innings to expedite the between innings transition.
10. All offensive players must wear batting helmets while on the playing field.
11. Every player on the team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
12. A maximum of five (5) runs may be scored per ½ inning except in the last inning if reached.
13. If at the end of four(4) innings (three and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game (5 innings) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning. This should not be called the “mercy rule” or “slaughter rule.” It is the “Run Rule.”

## **COACHING RULES**

14. Two (2) base coaches are allowed. **One approved adult must be in the dugout at all times.** No defensive coaches are allowed on the field. If two adult base coaches are not present, a player with a helmet will need to serve as a base coach.
15. Managers and coaches must remain in the dugout at all times unless actively participating as base coach.
16. No more than two (3) adults per team are allowed in the dugout.

## BATTING RULES

17. Little League requires batters to keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Individual warnings do not carry over from previous at-bats.

18. No slashing is allowed.

## BASERUNNING RULES

19. Courtesy runner may be used for pitcher and/or catcher when there are two (2) outs. The runner is the last recorded out.

20. THE DROPPED THIRD STRIKE RULE **DOES APPLY** TO Juniors baseball. On dropped or uncaught third strikes, the batter can only attempt to go to first base if: 1) there are two outs even if there is a runner at first base OR 2) there are less than two outs and first base was unoccupied at the time of the pitch AND 3) the runner has not yet entered the dugout. The runner may go straight to the base from their current position.

21. The baserunner will operate on "open bases" with the runners being able to leave and "lead off" of the bases prior to the pitch being thrown .

22. There is not a "must-slide" rule, however, often sliding is the safest option for both runner and fielder, so coaches are recommended to teach sliding when there is an impending play. In the event of "intentional contact" on an impending play, it shall be up to the umpire's discretion to declare the runner out automatically.

## PITCHING RULES

23. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group (see below), but the pitcher may remain in the game at another position. **PITCHING LOGS MUST BE KEPT AND SIGNED AFTER EACH**

**GAME! DO NOT LOSE THESE AS IT CAN IMPACT YOUR PLAYER'S ABILITY TO PITCH UNLESS COUNTS ARE ABLE TO BE CONFIRMED.**

League Age: 13-14 (95 Pitches per Day)

**Exception:** If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who catches in four or more innings in a game is not eligible to pitch on that calendar day.

Pitchers league age 13-14 must adhere to the following rest requirements:

- **66 or more pitches in a day:** four (4) calendar days of rest
- **51-65 pitches in a day:** three (3) calendar days of rest
- **36-50 pitches in a day:** two (2) calendar days of rest
- **21-35 pitches in a day:** one (1) calendar day of rest
- **1-20 pitches in a day:** zero (0) calendar days of rest

NOTE: Pitchers may complete a batter at each threshold above, including the maximum pitch count.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

24. Managers must turn in equipment at the end of the last regular season game. The value of the equipment provided is \$350.00 and not turning in this equipment places a great expense on the organization and places a strain on providing the necessary equipment for these youth players each season.

25. Standings will be determined based on the following:
- Winning percentage
  - Head to Head (if 2 teams are tied and all teams played each other)
  - Head to Head (if 3 teams are tied and one team beat the other two teams with all teams playing each other)
  - Total Runs Allowed
  - Total Runs Scored

## **Bats**

ALL bats MUST have one of these logos on them to be eligible for use.



\*13/14 Juniors **IS** allowed to use up to a 2 5/8 size barrel bat.

## **DUTIES:**

The Home team will be responsible for providing an **ADULT** that is responsible for keeping the official score book. The scorebook keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will be responsible for providing an **ADULT** that is responsible for keeping the score board. The scoreboard keeper must sit behind home plate so the umpire can converse with them if necessary.

The Visiting team will also be responsible for providing an **ADULT** that is designated as the official pitch counter. This number will be utilized to keep an official record of the pitch count tracking that is necessary to stay in compliance with Little League Rules.

After completion of each game, **the scoreboard keeper must disconnect their phone from the scoreboard app.**

## **For the first game of the day:**

### **HOME TEAM**

Ensure bases are in place at the correct 70' distances and mound is set at 60'6".

If playing at Midlothian Community Park and bases are not out, please seek out the Board Member on Duty at the Concessions Area to help locate the bases.

# For the last game of the day:

## HOME TEAM

Ensure that the home dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

## VISITING TEAM

Ensure that the visiting dugout is locked and that all trash is collected. Leave the field how you would want it if you were the next team to play!

All complaints, concerns, and questions need to go through the 13/14U baseball division commissioner:

Juniors Commissioner - [juniors@midlothianbaseball.org](mailto:juniors@midlothianbaseball.org)