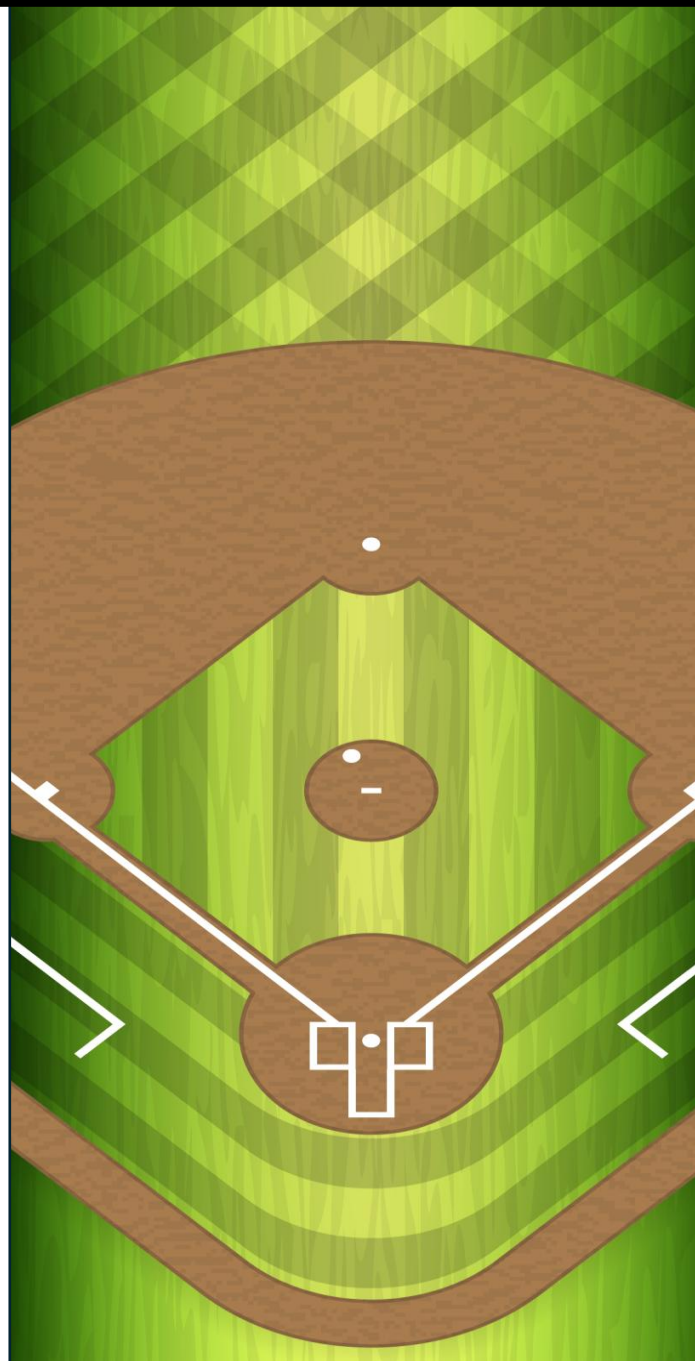


MIDLOTHIAN AMATEUR BASEBALL ASSOCIATION HANDBOOK



Updated Fall 2025

MIDLOTHIAN AMATEUR BASEBALL ASSOCIATION CONTACTS

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MIDLOTHIAN AMATEUR BASEBALL ASSOCIATION



LOCAL DIVISION RULES

Updated: Fall 2025

MIDLOTHIAN AMATEUR BASEBALL ASSOCIATION

Game Rules and Regulations

The Midlothian Amateur Baseball Association (MABA) follows standard baseball rules and regulations commonly accepted for youth and amateur baseball unless otherwise modified or stated in this MABA Local Rules document.

Where there are deviations from standard baseball rules, the rules outlined in this MABA Local Rules document shall take precedence and be the governing rules for all MABA baseball divisions and gameplay unless otherwise stated.

Players, coaches, umpires, and all participants must adhere to the standard baseball rules and any modifications or additions specified in the MABA Local Rules.

This rulebook is the authoritative source for the current season's local policies, procedures, and rule adjustments implemented by MABA.

In areas where the MABA Local Rules do not provide specific guidance, the standard baseball rules and regulations for youth and amateur play shall apply.

Game Day Schedule of Events

The head coach of each team is to meet with the umpire(s) before 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. For coach challenges, **the head coach is determined by the adult coach who attends the plate meeting**. The head coach cannot change after the plate meeting has begun.

At the plate meeting, head coaches from each team must exchange a copy of their lineup. Coaches cannot agree to change or ignore the rules. If a coach feels an official MABA rule should be changed, submit the request to the MABA Board in writing. The Board of Directors reviews and considers all written requests for adoption if warranted. The umpire must clearly announce the game's start time to both the home and visiting teams.

The plate umpire keeps the official time. The home team is the official scorer, and the visiting team shall run the scoreboard. In kid pitch games, the visiting team will have the official pitch account in the event of a dispute. At the end of the game, both teams must have a coach sign the scorecard and the pitching log. Signing the scorecard 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 original call after reviewing the rule. If there is reasonable doubt that an umpire's decision may conflict with the rules, the head coach may ask for 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 (the 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 for a rules protest is three (3) minutes. Umpires are required to allow the coach to protest a rule's interpretation.

EJECTIONS

1. Any coach who requests time and then, once it is granted, proceeds to question, dispute, argue, or in any way displays disapproval with a judgment call such as, but not limited to, balls, strikes, safe, out, fair, foul, obstruction, interference, unsportsmanlike conduct, or balks, etc. shall be removed from the game and required to leave the confines of the playing and spectator areas.
2. The parking lot is the closest the ejected person can be to the field. The head umpire can forfeit the game to the other team for failure to leave.
3. Any ejected coach or manager is subject to suspension from the next game played by that team at the Board of Director's discretion.
4. Any coach or manager ejected for a second time will be suspended for four (4) games beginning with the next game.
5. The third time a coach or manager is ejected, they will be removed from their position for the remainder of the season.
6. If a manager or coach makes any physical contact with an umpire:
 - 6.1 That manager or coach shall be ejected from the game and must leave the confines of the playing and spectator areas immediately.
 - 6.2 Disciplinary action will be determined by the Board of Directors.
7. Control of spectators is the direct responsibility of coaches and their respective teams.
8. If an umpire warns any spectator to refrain from continuous verbal or physical disagreement/harassment, the coach or manager of the spectator's team is directed to control his spectator. The individual will be warned that continued action will result in ejection.

9. If ejected, the individual(s) and the coach must leave the premises within 2 minutes, or the game will be forfeited.

A player, coach, or fan ejected from the current game will also be suspended from the next scheduled game. That person cannot return to the park for the day or the next day of scheduled games, even if that person is part of multiple teams.

A coach who is ejected is required to self-report the incident to the board. The coach for the opposing team must also report the coach's ejection. Any coach who fails to self-report an ejection will be suspended for two games. If the game is the regular season's final game, the coach will be ejected for the end-of-season tournament (playoffs). The suspension will carry over to the next season if the coach is ejected from the end-of-season tournament to include any remaining games in the tournament.

The Discipline and Appeals Board Member is required to maintain a log of coach ejections and suspensions and report all suspensions to the board during regularly scheduled meetings.

Coaches are required to report player ejections to the division commissioner. The commissioner and the Discipline and Appeal Board Member will determine whether the player will be required to serve a suspension. The factors will encompass the totality of the event that caused the player's ejection. All player suspensions will be reported to the Board of Directors.

Player Recruiting

Recreational Divisions

1. No team/coach/parent can recruit. Recruiting is when a team member encourages, gives money, and/or uses the team's name to bring player/s to their team.
2. All players must enter the draft/player pool if a team no longer exists.
3. If a player chooses to leave a team, they must enter the draft/player pool. The player can request to be placed on a team, but we will not guarantee that request.
4. If any person affiliated with your team is found to be engaging in this matter, your team will be subject to play at a higher level within the league without those recruited players.

Prime/Open Divisions

1. Teams in the prime/open divisions can recruit players from recreational leagues in the same or lower divisions.

2. Teams in the prime/open divisions are strictly prohibited from recruiting players currently registered on another team within the same prime/open division.
3. Any recruiting efforts must be conducted ethically and without coercion, monetary incentives, or misrepresentation of the team or league.
4. Recruited players from recreational leagues do not have to enter the draft/player pool to join a prime/open division team, provided they did not self-enter the draft in the prime/open division. If the recruited player had previously self-entered the draft in the prime/open division, they must go through the established draft/player selection process.
5. Violations of this rule may result in disciplinary actions, including but not limited to forfeiture of games, suspension of coaches or players, or expulsion from the league.
6. Once a team has moved to the prime/open division, it will not be allowed to return to the recreational division unless it moves up to a higher age division. To be reestablished in the recreational division, the team must disband and re-enter the draft in the recreational division. This is to prevent a team from modifying player recruiting practices between recreational and prime/open divisions.

Game Delay

1. Definition: A delay in a game is any action by a player, coach, or manager that unnecessarily prolongs the game or disrupts the normal flow of play.

2. Examples (not exhaustive):

- **Frequent Pitcher Changes:** The rule can be interpreted to penalize a coach who makes excessive pitching changes without any strategic justification. For instance, if a pitcher is throwing strikes and effectively retiring batters, a coach subbing them out frequently to slow down the game would be considered a delay of game tactic.

- **Visits to the Mound:** Similar to pitcher changes, repeated mound visits for no apparent reason (e.g., not to discuss pitching strategy or check on the pitcher's well-being) could be interpreted as a delay of game tactic.

- **Other Actions:** The "other actions" section provides flexibility for the umpire to address additional delaying tactics. This could encompass any behavior by the coach that disrupts the normal flow of play, such as taking excessive time between innings for no apparent reason, arguing with umpires over minor calls in a prolonged manner, or giving overly elaborate signs to the pitcher solely to waste time.

- A pitcher taking an unreasonable amount of time between pitches without justification (e.g., excessive windup or repeated signs).

- A player intentionally calling time out for a non-emergency reason.
- A player or coach deliberately interferes with the ball or prevents a play.
- A batter repeatedly steps out of the batter's box without justification (e.g., adjusting equipment constantly).
- A fielder intentionally delays throws to hold a baserunner on a close play (applicable to higher age groups where appropriate).
- A player or coach throwing equipment onto the field in frustration. (Cause for Immediate Ejection)
- A fan interferes with the game by entering the field or throwing objects onto the field. (Cause for Immediate Removal from the Fields)

3. Enforcing the Rule

The key to enforcing the rule is for the umpire to be observant and make a judgment call based on the following:

- **Frequency of Actions:** A single pitching change or mound visit might not be a game-delay tactic. However, the umpire can intervene if the coach does this repeatedly throughout the game, especially when it seems unnecessary.
- **Context of the Game:** The umpire should consider the game situation. If the winning team frequently makes pitching changes or mound visits late in the game to stall for time, it's more likely to be a delay-of-game tactic.
- **Overall Pattern:** The umpire should observe the coach's behavior throughout the game. If a consistent pattern of actions seems designed to slow down the game, a delay of game violation can be called.

4. Penalty:

- The umpire shall issue a warning for the first offense.
- Subsequent offenses by the same player, coach, or manager during the same game will result in the following penalties (at the umpire's discretion):
 - Second Offense: Ejection from the game.
 - Third Offense: Forfeiture of the game.

5. Additional Considerations:

- The umpire has the sole discretion to determine whether an action constitutes a delay of the game.
- The umpire may immediately eject a player, coach, or manager for egregious or repeated violations.
- Chronic violations of this rule by a team may result in further disciplinary action by the league.

MIDLOTHIAN AMATEUR BASEBALL ASSOCIATION

Local Rules

T-BALL DIVISION (4U-5U)

4U Tee Ball

This division plays on a smaller field, with a base distance of 55 feet and a distance from pitching plate to home plate of 25 feet. It is intended for new players ages 3 - 4.

5U Tee Ball

This division plays on a smaller field, with a base distance of 55 feet and a distance from pitching plate to home plate of 25 feet.

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 are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. Time limit is set for one (1) hour or (3) full innings. The remainder of the inning will be completed when the time limit expires.

4. The complete roster will bat. The batting order will remain submitted to the opposing manager throughout the game.

5. The whole roster will bat each $\frac{1}{2}$ inning with no run limit. The $\frac{1}{2}$ inning is completed when either the roster has batted through the lineup.

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 play per game. Coaches are **REQUIRED** 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 one (1) pitcher, each of the standard infield positions (1st, 2nd, 3rd, SS), and a 5th infielder, for a total of six (6) infield positions (if needed to ensure rotational requirements are met).
9. There will be NO CATCHERS in 4U or 5U Tee Ball.
10. If needed, the fifth infielder will be stationed behind the pitcher in front of the second base.
11. The child-pitcher must position themselves on either the right or left side of the pitching rubber and be no more than 3' from the mound.
12. Offensive players must wear batting helmets while on the playing field for the safety of all players.
13. Only safety balls are to be used.
14. On-deck batters cannot warm up in the batter's box area.
15. Each batter will be given up to (6) swings off the tee for the batter to try to put the ball into play. If the batter cannot put the ball into play, the batter will be out, but they are encouraged to still run to 1st base. The defense will record the out, but the runner may stay on base.
16. 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, upon batting the ball, the runner will circle all four bases before offense and defense change positions.
17. Defensive outfielders must remain at least ten (10) feet behind the infield baseline before the ball is put into play.
18. No official scorebook or scoreboard will be kept during the game. No standings will be kept.

COACHING RULES

19. Each team is allowed a maximum of five (5) adult coaches/managers in the dugout during games. The coaching staff must consist of:

19.1 One (1) Head Coach

19.2 Three (3) Assistant Coaches

19.3 One (1) Team Manager

Adult coaches are allowed at first and third base and home plate during offensive play. Two (2) adult coaches are allowed in the outfield during defensive play. At least one (1) adult (Team Manager) must always remain in the dugout.

Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 6 ID cards will be provided to each team for the duration of the season under one of three categories and background checks have been completed.

END OF SEASON PROCEDURES AND STANDING

20. Managers must turn in equipment at the end of the last regular-season game if equipment was issued.

21. There are no end-of-year standings for T-Ball, and all players will receive recognition at the end of the season.

BATS

- All bats used in the T-Ball and Modified Coach Pitch divisions must be designed and approved for use with safety baseballs.
- Any bat length, weight, diameter, or composition (e.g., aluminum, composite, wood) is permitted if the bat is manufactured specifically for use with safety balls.
- Bats cannot have damage, cracks, dents, or any other defects that could render the bat unsafe for play.
- Bats designed and approved for use with regulation hardballs (baseball bats) are prohibited in these divisions that use safety balls.
- Players, coaches, and umpires must inspect all bats before use to ensure they meet safety standards for T-Ball and Modified Coach Pitch gameplay with safety balls.

After the game:

Ensure that all trash is collected from dugout and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 4U/5U baseball division commissioner:
teeball@midlothianbaseball.org

MODIFIED T-BALL DIVISION (6U)

The modified T-ball aims to teach the kids to see the ball and take swings off a coach's pitch without fear of striking out. Players who cannot hit off the coach's pitch get two (2) swings off the tee. 6U follows 55' base paths with the coach pitching from 30'.

****This division may be separated into two divisions if registrations exceed ten teams.**

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds on game fields.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for one (1) hour or four (4) innings. The remainder of the inning will be completed when the time limit expires. A new inning will begin if there are at least five minutes left of gameplay.

4. The complete roster will bat. The batting order will remain submitted to the opposing manager throughout the game.

5. A maximum of five (5) runs may be scored per ½ inning. The ½ inning is completed when either five (5) runs are scored or three (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 the catcher position is played, all safety equipment MUST be worn behind home plate.

8. Only safety balls are to be used.

9. On-deck batters cannot warm up in the batter's box area.

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

11. Defensive infielders can make a throw to bases without the risk of a runner advancing on batted balls to the infield. The batter cannot advance on these throws, whether caught or overthrown, to the base.

12. Defensive outfielders must remain at least ten (10) feet behind the infield baseline before the ball is put into play.

13. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more the game is over.

PITCHING RULES

14. The defensive player in the pitcher position shall stand a few feet to the left or right and a couple of feet from the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher. This defensive player may wear a batting helmet with a facemask to decrease injury risk if desired.

15. The pitching coach shall deliver the ball within thirty (30) 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.

16. A coach will give each batter four (4) pitches to try to put the ball into play. If the batter cannot put the ball into play off the pitching, the batter will be given two (2) attempts to put the ball into play from the Tee.

17. Batters cannot strike out on the pitches thrown.

18. The batter is not out if the ball is hit into foul territory on the second (2nd) attempt from the tee.

19. If the batter puts a ball in play off 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). The batter will be restricted to one base if the ball does not reach the outfield.

20. If the batter puts a ball in play on their swings off the tee, the batter WILL be limited to one base on a batted ball.

BASE RUNNING RULES

21. The baserunners will operate on "tight bases," with the runners unable to take a lead off the base. Runners can only advance one base when the ball is hit off the tee or on a batted ball to the infield off a pitch. On batted balls to the outfield off a pitch, baserunners can advance at their own risk until infield control is called.

22. Head-first slides are strictly prohibited in all situations. An out will be called for any attempted head-first slide. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

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 halfway line before Infield Control was called. If not, the runners must return to their previous base. This rule also applies to runners attempting to score. This rule applies independently to each runner if more than one base runner runs when infield control is established. Only the umpire may determine whether a runner was at the halfway point and may continue to run when Infield Control is called; protests by the coaches/parents are strictly prohibited and will not be tolerated. Protests after the umpire's warning will follow the rules of sportsmanship and ejections.

“Infield Control” is defined as the moment when any member of the infield defense has full possession and control of the baseball on the infield in fair territory. However, if an infield defensive player fields a ball immediately after the ball is hit, infield control is not established if the player 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.’ Suppose 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.). In that case, 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 the defense to try to make a play but not be penalized for an attempt that goes wrong.

EQUAL PLAY RULES

23. No player can sit out defensively for more than two innings.

24. No player shall sit out defensively twice before all players sit out defensively once.

25. Each player must play one (1) inning in the infield and outfield within the first three (3) innings.

26. The catcher is considered an infield position.

27. Coaches are empowered to agree upon defensive lineup deviations in the event of injury or illness. This flexibility allows for the smooth continuation of the game, ensuring that the team's performance is not compromised.

28. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first three (3) innings, with infield positions.

29. Umpires are not responsible for monitoring Equal Play Rules, however, can enforce the rule if brought to his/her attention appropriately. Coaches are allowed one challenge of violating the Equal Play Rules and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled (an erroneous challenge), then that coach would lose the right to challenge for the remainder of the game. The coach shall be ejected upon a 2nd violation of Equal Play Rules within the game.

30. If a challenge is upheld, the challenging coach shall file the violation with the division commissioner, who will notify the board of directors. For the next game, this team must now provide a lineup card featuring defensive alignments for all four (4) innings and will not be allowed to deviate except for injury or illness reasons.

COACHING RULE

31. Each team is allowed a maximum of five (5) adult coaches/managers in the dugout during games. The coaching staff must consist of:

31.1 One (1) Head Coach

31.2 Three (3) Assistant Coaches

31.3 One (1) Team Manager

Adult coaches are allowed at first and third base and home plate during offensive play. Two (2) adult coaches are allowed in the outfield during defensive play. At least one (1) adult (Team Manager) must always remain in the dugout.

Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 6 ID cards will be provided to each team for the duration of the season under one of three categories, and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

32. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

33. Standings will be determined based on the following:

33.1 Winning percentage

33.2 Head-to-head winner (if only two teams are tied)

33.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

33.4 Total Runs Allowed

BATS

- All bats used in the T-Ball and Modified Coach Pitch divisions must be designed and approved for use with safety baseballs.
- Any bat length, weight, diameter, or composition (e.g., aluminum, composite, wood) is permitted if the bat is manufactured specifically for use with safety balls.
- Bats cannot have damage, cracks, dents, or any other defects that could render the bat unsafe for play.
- Bats designed and approved for use with regulation hardballs (baseball bats) are prohibited in these divisions that use safety balls.
- Players, coaches, and umpires must inspect all bats before use to ensure they meet safety standards for T-Ball and Modified Coach Pitch gameplay with safety balls.
- The umpire has the final authority to deem any bat illegal for use if there are safety concerns, even if the bat is designed for safety balls.
- Using an illegal or damaged bat after being warned by the umpire may result in an ejection of the player and/or coach.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.
- b) Entering complete and accurate roster information for both teams.

- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.
- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugouts and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 4U/5U baseball division commissioner:
teeball@midlothianbaseball.org

COACH PITCH REC DIVISION (7U & 8U)

7U Coach Pitch

Coach Pitch is a program focused on advancing the skills and fundamentals of players ages 6 & 7. Players receive pitches from one of their coaches instead of an opposing player. Tees are not used in the coach pitch division. As the players' skill level increases, the rules are slightly more advanced than those for Tee Ball. 7U will abide by the same rules as 8U, listed below.

8U Rec Coach Pitch

8U Rec Coach Pitch is a program focused on advancing the skills and fundamentals of players ages 7 and 8. This division is for more recreational players with less experience. Players receive pitches from one of their coaches instead of an opposing player. As the players increase in skill level, the rules are slightly more advanced than Tee Ball. 7U & 8U follows 60' base paths with the coach pitching from 40'.

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 15 minutes, or six (6) innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.

4. The complete roster will bat. The batting order will remain submitted to the opposing manager throughout the game.

5. A maximum of five (5) runs may be scored per ½ inning. The ½ inning is completed when either five (5) runs are scored or three (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 MUST wear all safety equipment, including the hanging throat protector.

8. Each team will field a maximum of ten (10) players.

9. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

10. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

11. Offensive players must wear batting helmets while on the playing field for the safety of all players.

PITCHING RULES

12. The pitching coach has a specific role in the game. They shall deliver the ball from a standing position, from a distance of at least 40 feet from home plate. After delivering the ball, the coach must exit the playing field immediately. They 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. For the purposes of player development, the pitching coach may help get the batter into the proper batting position between pitches but not talk to or coach the batter once the ball is pitched.

13. The defensive player playing the pitcher should stand a few feet to the left or right and a couple of 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 six (6) pitches. After three (3) swinging strikes, the batter is out. If the batter fouls the third or last strike, 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.

BATTER'S BOX SAFETY

15. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.

16. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to Issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, call the batter out if the

lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.

BASE RUNNING RULES

17. The baserunners will operate on "tight bases," with the runners unable to take a lead off the base. On batted balls to the outfield off a pitch, baserunners can advance at their own risk until infield control is called.

18. Head-first slides are strictly prohibited in all situations. An out will be called for any attempted head-first slide. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

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 halfway line before Infield Control was called. If not, the runners must return to their previous base. This rule also applies to runners attempting to score. This rule applies independently to each runner if more than one base runner runs when infield control is established. Only the umpire may determine whether a runner was at the halfway point and may continue to run when Infield Control is called; protests by the coaches/parents are strictly prohibited and will not be tolerated. Protests after the umpire's warning will follow the rules of sportsmanship and ejections.

"Infield Control" is defined as the moment when any member of the infield defense has full possession and control of the baseball on the infield in fair territory. However, if an infield defensive player fields a ball immediately after the ball is hit, infield control is not established if the player 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.' Suppose 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.). In that case, 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 the defense to try to make a play but not be penalized for an attempt that goes wrong.

EQUAL PLAY RULES

19. No player can sit out defensively for more than two innings.
20. No player shall sit out defensively twice before all players sit out defensively once.
21. Each player must play one (1) inning in the infield and outfield within the first three (3) innings.
22. The catcher is considered an infield position.
23. Coaches are empowered to agree upon defensive lineup deviations in the event of injury or illness. This flexibility allows for the smooth continuation of the game, ensuring that the team's performance is not compromised.
24. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first three (3) innings, with infield positions highlighted.
25. Umpires are not responsible for monitoring Equal Play Rules, however, can enforce the rule if brought to his/her attention appropriately. Coaches are allowed one challenge of violating the Equal Play Rules and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled (an erroneous challenge), then that coach would lose the right to challenge for the remainder of the game. The coach shall be ejected upon a 2nd violation of Equal Play Rules within the game.
26. If a challenge is upheld, the challenging coach shall file the violation with the division commissioner, who will notify the board of directors. For the next game, this team must now provide a lineup card featuring defensive alignments for all six (6) innings and will not be allowed to deviate except for injury or illness reasons.

COACHING RULE

27. Each team is allowed a maximum of five (5) adult coaches/managers in the dugout during games. The coaching staff must consist of:

27.1 One (1) Head Coach

27.2 Three (3) Assistant Coaches

27.3 One (1) Team Manager

Adult coaches are allowed at first and third base and home plate during offensive play. Two (2) adult coaches are allowed in the outfield during defensive play. At least one (1) adult (Team Manager) must always remain in the dugout.

Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 6 ID cards will be provided to each team for the duration of the season under one of three categories, and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

28. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

29. Standings will be determined based on the following:

29.1 Winning percentage

29.2 Head-to-head winner (if only two teams are tied)

29.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

29.4 Total Runs Allowed

BATS

- USA Baseball certified bats.
- USSSA-certified bats
- One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
- The umpire has the authority to inspect bats and prohibit using any bat that does not meet the certification requirements or appears damaged or unsafe.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.
- b) Entering complete and accurate roster information for both teams.
- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.
- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugouts and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 7U/8U baseball division commissioner:
coachpitch@midlothianbaseball.org

COACH PITCH PRIME/OPEN DIVISION (7U/8U)

7U/8U Prime/Open Coach Pitch is a competitive program focused on advancing the skills and fundamentals of players age 7 & 8. This division is aimed towards players more advanced in coach pitch but not quite ready for player pitch. Players receive pitches from one of their coaches instead of an opposing player. The rules are slightly more advanced than Tee Ball as the players increase in skill level. PRIME/OPEN DIVISIONS OFFER A HIGHER LEVEL OF COMPETITION FOR MORE EXPERIENCED PLAYERS. 7U/8U PRIME/OPEN follows 60' base paths with the coach pitching from 40'.

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 15 minutes, or six innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.

4. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain submitted to the scorekeeper throughout the game.

5. Players arriving after the start of the game must be placed at the end of the batting order.

6. Each team will field a maximum of ten (10) players.

7. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

8. Catchers **MUST** wear all safety equipment, including the hanging throat protector.

9. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

10. Offensive players must wear batting helmets while on the playing field for the safety of all players.

11. A maximum of five (5) runs may be scored per $\frac{1}{2}$ inning.

12. 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.

PITCHING RULES

13. The pitching coach has a specific role in the game. They shall deliver the ball from a standing position, from a distance of at least 40 feet from home plate. After delivering the ball, the coach must exit the playing field immediately. They 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. For the purposes of player development, the pitching coach may help get the batter into the proper batting position between pitches but not talk to or coach the batter once the ball is pitched.

14. The defensive player playing the pitcher should stand a few feet to the left or right and a couple of 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. Each batter will get a total of six (6) pitches. After three (3) swinging strikes, the batter is out. If the batter fouls the third or last strike, 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.

BATTER'S BOX SAFETY

16. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.

17. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to Issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, call the batter out if the lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.

BASE RUNNING RULES

18. The baserunners will operate on “tight bases,” with the runners unable to take a lead off the base. No base stealing is allowed. On batted balls off of a pitch, baserunners can advance at their own risk.

19. Head-first slides are strictly prohibited in all situations. An out will be called for any attempted head-first slide. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

20. There is no “must-slide” rule; however, sliding is often 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.

LEAD RUNNER RULES

21. The purpose of COACH PITCH PRIME DIVISION (8U) is to teach baseball players how to begin to play the game properly. As such, there is no 'infield control' in COACH PITCH PRIME/OPEN DIVISION (8U). Instead, the defense must stop the lead runner. Stopping the lead runner is defined as making a baseball play on the lead runner while close enough to cause a reasonable runner to stop or stall in the running, whether on the base or not. This can also be defined as advancing the baseball ahead of the lead runner.

22. 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.

23. 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 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 momentarily, and then runs home. The 2nd baseman throws to the catcher, but the catcher drops the ball and cannot 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. Time should not be called if the runner rounds first without stopping during a tag attempt until he reaches second.

Example 4: The shortstop 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 home. The runner at 2nd is held at 2nd. The runner who scored was allowed to score because the defense did not attempt to stop him, even though the ball was in full possession in the infield.

COACHING RULE

24. Adult base coaches are allowed. Defensive coaches are not allowed on the field at any time and must remain in the dugout.

25. Each team is allowed a maximum of four (4) adult coaches/managers in the dugout during games. The coaching staff must consist of:

25.1 One (1) Head Coach

25.2 Two (2) Assistant Coaches

25.3 One (1) Team Manager

Adult coaches are allowed at first and third base during offensive play. Two (2) adult coaches are allowed in the outfield during defensive play. At least one (1) adult (Team Manager) must always remain in the dugout.

Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may be outside of the dugout during defensive series.

Only the team's head coach may approach the umpires to discuss a call or rules interpretation.

Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the

game. No more than 5 ID cards will be provided to each team for the duration of the season under one of three categories and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

26. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

27. Standings will be determined based on the following:

27.1 Winning percentage

27.2 Head-to-head winner (if only two teams are tied)

27.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

27.4 Total Runs Allowed

BATS

- USA Baseball certified bats.
- USSSA-certified bats
- One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
- The umpire has the authority to inspect bats and prohibit using any bat that does not meet the certification requirements or appears damaged or unsafe.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.

- b) Entering complete and accurate roster information for both teams.
- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.
- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugouts and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 8U baseball division commissioner:

coachpitch@midlothianbaseball.org

MODIFIED COACH/KID PITCH DIVISION (8U & 9U)

The Modified Kid Pitch Division is designed as a transitional division between the 8U Coach Pitch Prime/Open Division and the 9/10 Rec Kid Pitch Division. Both coach pitching and kid pitching will be utilized during the game. To promote a more exciting game, after ball four is called, the offensive coach will enter the game, assume the current strike count, and deliver up to three (3) pitches to the batter. The goal is to help the players transition while keeping the game fun and exciting. Modified Kid pitch will play on a 65' base path with a pitching distance of 46'.

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 15 minutes, or six innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.

4. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain submitted to the scorekeeper throughout the game.

5. Players arriving after the start of the game must be placed at the end of the batting order.

6. Each team will field a maximum of nine (9) players.

7. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

8. Each team must play a catcher. Catchers **MUST** wear all safety equipment, including the hanging throat protector.

9. The umpire's decision on a fair or foul ball is final and cannot be protested or overturned. This rule ensures the game's fairness and integrity, as the call will stand as the umpire rules.

10. Offensive players must wear batting helmets while on the playing field for the safety of all players.
11. A maximum of five (5) runs may be scored per $\frac{1}{2}$ inning.
12. The infield fly rule will not be enforced.
13. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

PITCHING RULES

14. Players from league ages 8 and 9 will be eligible to pitch.
15. Pitching rules and limitations from the Minors Division will apply with the modification that the pitcher is limited to 65 pitches. If a pitcher reaches the limit imposed above for their league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - 15.1 That batter reaches base.
 - 15.2 That batter is put out.
 - 15.3 The third out is made to complete the half-inning.
16. The dropped ball third strike is NOT in effect.
17. The offensive coach plays a pivotal role in the game's excitement. After ball four is called, the coach will enter the game, assume the current strike count, and deliver up to three (3) pitches to the batter. The batter's strategy must adapt accordingly. They may take the first two pitches but must swing on the third pitch. After the third pitch, the batter will be called "OUT" (unless the third pitch is hit into foul territory. If the third pitch is a foul, the batter will continue their at-bat until the ball is hit into play or strikes out). If the batter has a strike count, the following examples will apply:
 - 17.1 One Strike: The batter may receive up to three pitches but must assume a one-strike count, i.e., after swinging at two pitches, they will be called "OUT" (unless the third strike is hit into foul territory. If the third strike is a foul, they will continue to bat until the ball is hit into play or strikes out).
 - 17.2 Two Strikes: The batter may receive up to three pitches but must assume a two-strike count, i.e., after swinging at one pitch, they will be called "OUT" (unless the third strike is hit into foul territory. If the third strike is a foul, they will continue to bat until the ball is hit into play or strikes out).

18. The pitching coach has specific responsibilities and limitations. They shall deliver the ball from a standing position at 40-42 feet from home plate. An overhand throw is mandatory. Following a hit ball, the coach must exit the playing field immediately. They may become the third base coach (not first base) and must avoid obstructing any offensive player or interfering with any defensive player. It's important to note that 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 adult offensive pitcher cannot coach base runners from the mound, but positioning the batter is acceptable.

19. The defensive player playing the pitcher should stand a few feet to the left or right and a couple of feet back of the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher.

20. Pitchers removed from the mound may not return as pitchers. The manager must remove the pitcher when said pitcher reaches the limit for their 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 CAN BE CONFIRMED.**

Note: In the interest of fairness and player safety, a pitcher who delivers 41 or more pitches in a game cannot play the catcher position for the remainder of that day. Similarly, a player who catches four or more innings in a game is not eligible to pitch on that calendar day.

21. Pitchers league age 8-9 must adhere to the following rest requirements:

- 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: A player shall not pitch in three (3) consecutive days

BATTER'S BOX SAFETY

22. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.

23. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, call the batter out if the lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.

BASE RUNNING RULES

24. The baserunner will operate on "tight bases," with the runners unable to leave and "lead off" the bases before the pitch is thrown.

25. Base stealing guidelines will be as follows:

25.1 All runners will operate on "tight bases" meaning no "lead offs" at any time.

25.2 Runners may only steal bases when the kid pitcher is pitching and once the ball has crossed home plate.

25.3 Runners may not steal home under any circumstances. Players on 3rd base can only score, once the ball is put into play. A runner on 3rd base cannot advance if an attempt is made for a throw down. Runners on 1st and 2nd may advance on an attempted throw down from the catcher.

25.4 Runners stealing a base may only advance 1 base.

26. Players can NOT be walked in modified kid pitch with the exception of the kid pitcher striking a batter with a pitch.

27. Modified kid pitch does NOT play dropped third strike.

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

29. Head-first slides are strictly prohibited in all situations. An out will be called for any attempted head-first slide. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

30. There is no "must-slide" rule; however, sliding is often 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.

LEAD RUNNER RULES

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

32. 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.

NOTE: A runner can be stopped even if the player holding the ball is in foul territory.

EQUAL PLAY RULES

33. No player can sit out defensively for more than two innings.

34. No player shall sit out defensively twice before all players sit out defensively once.

35. Each player must play one (1) inning in the infield and outfield within the first three (3) innings.

36. The catcher is exempt from the equal play rule while considered an infield position. This exemption is in place to ensure that gameplay is not delayed by adjusting the catcher's gear to a different player, thereby maintaining the fairness and efficiency of the game.

37. Coaches are empowered to agree upon defensive lineup deviations in the event of injury or illness. This flexibility allows for the smooth continuation of the game, ensuring that the team's performance is not compromised.

38. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first three (3) innings, with infield positions highlighted.

39. Umpires are not responsible for monitoring Equal Play Rules, however, can enforce the rule if brought to his/her attention appropriately. Coaches are allowed one challenge of violating the Equal Play Rules and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled (an erroneous challenge), then that coach would lose the right to challenge for the remainder of the game. The coach shall be ejected upon a 2nd violation of Equal Play Rules within the game.

40. If a challenge is upheld, the challenging coach shall file the violation with the division commissioner, who will notify the board of directors. For the next game, this team must now provide a lineup card featuring defensive alignments for all six (6) innings and will not be allowed to deviate except for injury or illness reasons.

COACHING RULES

41. 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 absent, a player with a helmet must serve as a base coach.

42. Managers and coaches must always remain in the dugout unless actively participating as base coaches.

43. No more than four (4) adults per team are allowed in the dugout.

44. Adult base coaches are allowed. Defensive coaches are not allowed on the field at any time and must remain in the dugout.

45. Each team is allowed a maximum of four (4) adult coaches/managers in the dugout during games. The coaching staff must consist of:

45.1 One (1) Head Coach

45.2 Two (2) Assistant Coaches

45.3 One (1) Team Manager

Adult coaches are allowed at first and third base during offensive play. At least one (1) adult (Team Manager) must always remain in the dugout. Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 5 ID cards will be provided to each team for the duration of the season under one of three categories and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

46. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

47. Standings will be determined based on the following:

47.1 Winning percentage

47.2 Head-to-head winner (if only two teams are tied)

47.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

47.4 Total Runs Allowed

BATS

- USA Baseball certified bats.
- USSSA-certified bats
- One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
- The umpire has the authority to inspect bats and prohibit using any bat that does not meet the certification requirements or appears damaged or unsafe.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.
- b) Entering complete and accurate roster information for both teams.
- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.
- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugouts and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 8U/9U baseball division commissioner:
majors@midlothianbaseball.org

BASEBALL MINORS DIVISION (9U/10U) REC

This division is geared to 100% kid pitching. Rec divisions are designed for less experienced players in this division. This division is for 8- to 10-year-old players looking to develop their skills in kid pitch. The 9U/10U Rec division will follow a 65' base path with a pitching distance of 46'.

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 30 minutes, or six innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.

4. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain submitted to the scorekeeper throughout the game.

5. Players arriving after the start of the game must be placed at the end of the batting order.

6. Each team will field a maximum of nine (9) players.

7. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

8. Catchers MUST wear all safety equipment, including the hanging throat protector.

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

10. All offensive players must wear batting helmets while on the playing field for the safety of all players.

11. A maximum of five (5) runs may be scored per ½ inning.

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

13. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

PITCHING RULES

14. Pitching logs/count MUST be kept and signed after each game. Do not lose these, as it can impact your players ability to pitch unless count can be confirmed.

Division of Play 9U & 10U: (75 pitches per day)

Exception: If a pitcher reaches the limit imposed above for their league age while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs:

14.1 That batter reaches base.

14.2 That batter is put out.

14.3 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 catcher position for the remainder of that day. A player who catches four or more innings in a game is not eligible to pitch on that calendar day.

Pitchers league age 9U-10U 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: A player shall not pitch in three (3) consecutive days.

BATTER'S BOX SAFETY

15. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.

16. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to Issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, call the batter out if the lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.

BASERUNNING RULES

17. THE DROPPED THIRD STRIKE RULE DOES NOT APPLY TO REC MINORS. The batter is not permitted to advance on dropped third strikes and will be OUT. However, this will be considered a live ball for all baserunners currently on base, who can advance at their own risk.

18. The baserunner will operate on "open bases," with the runners able to leave and "lead-off" the bases before the pitch is thrown.

19. Head first slides are **NOT** allowed sliding into a base. An out will be called for any attempted head-first slide going into a base. However, head-first slides **ARE** allowed going back to a base on a pick off. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

20. There is no "must-slide" rule; however, sliding is often 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.

21. The in-field fly rule does **NOT** apply to this division.

EQUAL PLAY RULES

22. No player can sit out defensively for more than two innings.

23. No player shall sit out defensively twice before all players sit out defensively once.

24. Each player must play one (1) inning in the infield and outfield within the first three (3) innings.

25. The catcher is exempt from the equal play rule while considered an infield position. This exemption is in place to ensure that gameplay is not delayed by adjusting the catcher's gear to a different player, thereby maintaining the fairness and efficiency of the game.

26. Coaches are empowered to agree upon defensive lineup deviations in the event of injury or illness. This flexibility allows for the smooth continuation of the game, ensuring that the team's performance is not compromised.

27. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first three (3) innings, with infield positions highlighted.

28. Umpires are not responsible for monitoring Equal Play Rules, however, can enforce the rule if brought to his/her attention appropriately. Coaches are allowed one challenge of violating the Equal Play Rules and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled (an erroneous challenge), then that coach would lose the right to challenge for the remainder of the game. The coach shall be ejected upon a 2nd violation of Equal Play Rules within the game.

29. If a challenge is upheld, the challenging coach shall file the violation with the division commissioner, who will notify the board of directors. For the next game, this team must now provide a lineup card featuring defensive alignments for all six (6) innings and will not be allowed to deviate except for injury or illness reasons.

COACHING RULES

30. 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 absent, a player with a helmet must serve as a base coach.

31. Defensive coaches are not allowed on the field at any time and must remain in the dugout.

32. Each team is allowed a maximum of three (3) adult coaches/managers in the dugout during games. The coaching staff must consist of:

32.1 One (1) Head Coach

32.2 Two (2) Assistant Coaches

Adult coaches are allowed at first and third base during offensive play. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout. Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 4 ID cards will be provided to each team for the duration of the season under one of three categories and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

33. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

34. Standings will be determined based on the following:

34.1 Winning percentage

34.2 Head-to-head winner (if only two teams are tied)

34.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

34.4 Total Runs Allowed

BATS

- USA Baseball certified bats.
- USSSA-certified bats
- One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
- The umpire has the authority to inspect bats and prohibit using any bat that does not meet the certification requirements or appears damaged or unsafe.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.
- b) Entering complete and accurate roster information for both teams.
- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.

- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugout and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 9U/10U baseball division commissioner:
majors@midlothianbaseball.org

BASEBALL MINORS DIVISION (9U/10U) PRIME/OPEN

This division is geared to 100% kid pitching. Prime divisions are designed for more experienced players in this division. This division is for 8- to 10-year-old players looking for a more competitive level of play on kid pitch. PRIME DIVISIONS OFFER A HIGHER LEVEL OF COMPETITION FOR MORE EXPERIENCED PLAYERS. The 9U/10U PRIME division will follow a 65' base path with a pitching distance of 46'.

****This division may be divided into 9U and 10U depending on registration numbers****

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 30 minutes, or six innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.

4. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain submitted to the scorekeeper throughout the game.

5. Players arriving after the start of the game must be placed at the end of the batting order.

6. Each team will field a maximum of nine (9) players.

7. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

8. Catchers MUST wear all safety equipment, including the hanging throat protector.

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

10. All offensive players must wear batting helmets while on the playing field for the safety of all players.

11. A maximum of five (5) runs may be scored per $\frac{1}{2}$ inning.

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

13. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

PITCHING RULES

14. Pitching logs/count MUST be kept and signed after each game. Do not lose these, as it can impact your players ability to pitch unless count can be confirmed.

Division of Play 9U & 10U: (75 pitches per day)

Exception: If a pitcher reaches the limit imposed above for their league age while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs:

14.1 That batter reaches base.

14.2 That batter is put out.

14.3 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 catcher position for the remainder of that day. A player who catches four or more innings in a game is not eligible to pitch on that calendar day.

Pitchers league age 9U-10U 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: A player shall not pitch in three (3) consecutive days.

BATTER'S BOX SAFETY

15. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.

16. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to Issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, call the batter out if the lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.

BASERUNNING RULES

17. THE DROPPED THIRD STRIKE RULE DOES APPLY IN PRIME/OPEN DIVISIONS.

18. The baserunner will operate on "open bases," with the runners able to leave and "lead-off" the bases before the pitch is thrown.

19. Headfirst slides are **NOT** allowed sliding into a base. An out will be called for any attempted head-first slide going into a base. However, head-first slides **ARE** allowed going back to a base on a pick off. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

20. There is no "must-slide" rule; however, sliding is often 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.

COACHING RULES

21. 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 absent, a player with a helmet must serve as a base coach.

22. Defensive coaches are not allowed on the field at any time and must remain in the dugout.

23. Each team is allowed a maximum of three (3) adult coaches/managers in the dugout during games. The coaching staff must consist of:

23.1 One (1) Head Coach

23.2 Two (2) Assistant Coaches

Adult coaches are allowed at first and third base during offensive play. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout. Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 4 ID cards will be provided to each team for the duration of the season under one of three categories and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

24. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

25. Standings will be determined based on the following:

25.1 Winning percentage

25.2 Head-to-head winner (if only two teams are tied)

25.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

25.4 Total Runs Allowed

BATS

- USA Baseball certified bats.
- USSSA-certified bats
- One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
- The umpire has the authority to inspect bats and prohibit using any bat that does not meet the certification requirements or appears damaged or unsafe.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.
- b) Entering complete and accurate roster information for both teams.
- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.
- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugouts and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 9U/10U baseball division commissioner:
majors@midlothianbaseball.org

BASEBALL MAJORS DIVISION (11/12U)

This division moves up to a 70' base path with a pitching distance of 50'. Rec divisions are designed for less experienced players in this division. This division is for 10- to 12-year-old players looking to develop their skills. The 11U/12U Rec division will follow a 70' base path with a pitching distance of 50'.

****This division may be divided into 11U and 12U depending on registration numbers****

BASEBALL MAJORS DIVISION (11/12U) PRIME/OPEN

This division moves up to a 70' base path with a pitching distance of 50'. Prime/Open divisions are designed for more experienced players in this division. This division is for 10- to 12- year-old players looking for a more competitive level of play. PRIME/OPEN DIVISIONS OFFER A HIGHER LEVEL OF COMPETITION FOR MORE EXPERIENCED PLAYERS.

****This division may be divided into 11U and 12U depending on registration numbers****

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 30 minutes, or six innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.

4. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain submitted to the scorekeeper throughout the game.

5. Players arriving after the start of the game must be placed at the end of the batting order.

6. Each team will field a maximum of nine (9) players.

7. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players

when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

8. Catchers MUST wear all safety equipment, including the hanging throat protector.

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

10. All offensive players must wear batting helmets while on the playing field for the safety of all players.

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

12. A maximum of five (5) runs may be scored per $\frac{1}{2}$ inning for 11U/12U Rec and a maximum of seven (7) runs may be scored per $\frac{1}{2}$ inning for 11U/12U Prime/Open.

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

14. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

PITCHING RULES

15. Pitching logs/count MUST be kept and signed after each game. Do not lose these, as it can impact your players ability to pitch unless count can be confirmed.

Division of Play 11U & 12U: (85 pitches per day)

Exception: If a pitcher reaches the limit imposed above for their league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

15.1 That batter reaches base.

15.2 That batter is put out.

15.3 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 catcher position for the remainder of that day. A player who catches 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: A player shall not pitch in three (3) consecutive days.

BATTER'S BOX SAFETY

16. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.

17. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, call the batter out if the lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.

BASERUNNING RULES

18. The baserunner will operate on "open bases," with the runners able to leave and "lead-off" of the bases before the pitch is thrown.

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

20. The infield fly rule will be enforced.

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:

21.1 There are fewer than two outs, and first base was unoccupied at the time of the pitch

21.2 There are two outs even if there is a runner at first base

22. Head first slides **ARE** permitted.

23. There is no “must-slide” rule; however, sliding is often 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.

COACHING RULES

24. 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 absent, a player with a helmet must serve as a base coach.

25. Defensive coaches are not allowed on the field at any time and must remain in the dugout.

26. Each team is allowed a maximum of three (3) adult coaches/managers in the dugout during games. The coaching staff must consist of:

26.1 One (1) Head Coach

26.2 Two (2) Assistant Coaches

Adult coaches are allowed at first and third base during offensive play. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout. Teams may designate one (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for an unavailable Head Coach or Assistant Coach during the game. No more than 4 ID cards will be provided to each team for the duration of the season under one of three categories and background checks have been completed.

END OF SEASON PROCEDURES AND STANDINGS

27. Coaches must turn in equipment at the end of the last game. The equipment provided is valued at \$350.00, and not turning in this equipment places a great expense on the organization and strains its ability to provide the necessary equipment for these youth players each season. Coaches failing to return equipment at the end of the season will be responsible for the cost of the equipment. Medals/trophies may be withheld until equipment is returned.

28. Standings will be determined based on the following:

28.1 Winning percentage

28.2 Head-to-head winner (if only two teams are tied)

28.3 If three teams are tied: the team that defeated both other teams advances; otherwise, the next tie-breaker is used.

28.4 Total Runs Allowed

BATS

- USA Baseball certified bats.
- USSSA-certified bats
- One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
- The umpire has the authority to inspect bats and prohibit using any bat that does not meet the certification requirements or appears damaged or unsafe.

SCOREKEEPING RESPONSIBILITIES

The home and visiting teams shall provide a designated scorekeeping representative for all games.

The home team scorekeeping representative shall be considered the official scorer and is responsible for the following:

- a) Ensuring the GameChanger app or website is set up correctly before the game starts.
- b) Entering complete and accurate roster information for both teams.
- c) Scoring the game in GameChanger, including runs, outs, substitutions, pitching changes, etc.
- d) Verifying the final score with the umpire and visiting team's scorer after the game.
- e) Finalizing and submitting the official game data in GameChanger promptly after the game ends.
- f) If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request.

The visiting team scorekeeping representative shall:

- a) Assist the home team's scorer in ensuring correct roster and lineup information.
- b) Use the GameChanger app, website or scorebook to independently score the game.
- c) Communicate with the home team's scorer regarding any discrepancies in scoring during the game.

- d) Verify the final score with the home team's scorer and umpire after the game.
- e) Operate the scoreboard and ensure it accurately reflects the score throughout the game.

The home and visiting team scorers should understand the scorekeeping rules and be proficient in using the GameChanger platform or understand how to properly maintain a paper scorebook. In the event of any scoring disputes or issues with GameChanger during the game, the umpire's ruling shall be considered final.

Either team's failure to provide a scorer, properly maintain the official scorebook whether in GameChanger or paper scorebook, or accurately operate the scoreboard may result in a forfeit at the umpire's discretion.

After the game:

Ensure that all trash is collected from dugout and stands. Please leave the field how you would want it if you were the next team to play!

Any questions or concerns please contact the 11U/12U baseball division commissioner:
majors@midlothianbaseball.org

JUNIORS' DIVISION (13/14)

This division is for middle school-aged players. This division moves up to an 80' base path with a pitching distance of 54'.

****This division may be divided into 13U and 14U depending on registration numbers****

RULES:

1. Both Midlothian Community Park and Jaycee Park are tobacco-free facilities. Please refrain from using tobacco during practices and at games. Also, MCP does not allow the consumption of red Gatorade, gum or sunflower seeds.

2. SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.

3. The time limit is set for the lesser of one (1) hour and 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 may begin if the time remaining is five (5) minutes or less. It is considered a regulation game after five (5) innings. If the score is tied at the end of the time limit it shall be a tie game in regular season play. Junior teams are allowed to play one doubleheader in a calendar week.

4. Continuous batting order-CBO (entire roster bats) is suggested; however, it is allowed to use a traditional 9-batter lineup. Substitution will be followed using standard re-entry rules, and all players must play 2 innings in the field of a full game and bat at least once. The batting order will remain submitted to the scorekeeper throughout the game. Teams are allowed unlimited substitutions.

5. Players arriving after the start of the game must be placed at the end of the batting order.

6. Each team will field a maximum of nine (9) players.

7. If only eight (8) players are available, 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 seven (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. If a team does not have seven (7) players when the game starts, the game clock will start, and if the 7th does not arrive within 15 minutes of the start, a forfeit will be forced, unless otherwise agreed upon by both head coaches.

8. Catchers **MUST** wear all safety equipment, including the hanging throat protector.

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

10. All offensive players must wear batting helmets while on the playing field for the safety of all players.

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

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

13. A maximum of eight (8) runs may be scored per ½ inning for 13U/14U.

14. "Run Rule" - If at the end of 3 innings one team has the lead of fifteen (15) runs or more, or ten (10) runs after 4 innings, or eight (8) runs or more after 5 innings the game is over.

PITCHING RULES

15. Pitching logs/count MUST be kept and signed after each game. Do not lose these, as it can impact your players ability to pitch unless count can be confirmed.

Division of Play 13U & 14U: (95 pitches per day)

Exception: If a pitcher reaches the limit imposed above for their league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

15.1 That batter reaches base.

15.2 That batter is put out.

15.3 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 catcher position for the remainder of that day. A player who catches 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: A player shall not pitch in three (3) consecutive days.

BASERUNNING RULES

16. The baserunner will operate on “open bases,” with the runners able to leave and “lead-off” the bases before the pitch is thrown.

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After the game:

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Any questions or concerns please contact the 13U/14U baseball division commissioner:

majors@midlothianbaseball.org