

Midget Rules

The Field

- Bases will be 60 feet.
- Pitch mound will be 50 feet.
- Each team can make changes to any position during the game.
- Once a pitcher is removed from the game he may not come back in to pitch but he can play any other position.
- On an overthrow to first base, the running must make it to second. It is not automatic.
- Every child should play the field.
- Every child bats.(Universal Batting)
- No child should sit on the bench for more than two innings in a row.
- All players should wear a protective cup. CATCHERS MUST.
- All batters, batters on deck and runners must wear a helmet.
- If a player throws a helmet or bat after hitting, it is up to the umpire to throw him out.
- Arguing with umpires, coaches or other players will not be tolerated. The umpire will eject a player or coach they feel is being abusive. Ejected members must leave the field of play but may stay in the stands. All ejected individuals will have to speak to the Commissioner.

Gameplay

- The safety of all participants will be the primary concern at all times.
- **ALL PLAYERS MUST BE IN UNIFORM (JERSEY AND PANTS) TO PLAY.**
- The game will be 6 innings. An inning cannot start 15 minutes before next scheduled game time.
- There is a five run limit in each inning except the last.

- If a team is ahead by 10 runs or more after both teams have had 4 at bats, the game will end.
- A team must be able to field a minimum of 8 players. A team may borrow players from a lower division to have enough to play the game. A forfeit should be the last resort only when there is no other choice.
- If a ball is hit under the bleachers on the first base side a ground rule double will be called. If a spectator touches the ball it is up to the umpire to make the call.
- An official game is one where 2 ½ innings are played. If the home team is trailing 3 innings must be completed.
- If an inning cannot be completed due to darkness, rain, bad weather or time limit the game will revert back to the last completed inning.
- In inclement weather, the Head Umpire will determine whether the game should continue. In the absence of the Head Umpire, the umpire in charge of the game will make the decision.
- Only three members (coach, manager and scorekeeper) will be allowed in the dugout during the game.
- Runners may not attempt to Barrel over the catcher. They either need to slide or give themselves up. Failure to slide or give up may result in ejection.
- No intentional Walks allowed. It is up to the umpire to decide.
- In the absence of the assigned umpire, managers and coaches should replace the umpire to start the game at the scheduled time.

Infield Fly Rule

A batter is automatically out and the runners may advance at their own risk when:

- There are less than 2 outs.
- There are runners on first and second or the bases are loaded.

Pitching

- No pitcher should throw more than 100 pitches
- If a pitcher hits three batters in the same inning he will be removed. Any pitcher who intentionally attempts to hit a batter will be ejected immediately.

Batting

- Throwing the bat will not be tolerated. If a hitter throws the bat, it is up to the umpire to decide if they are out or not. If the catcher or the umpire is hit with the bat the hitter is out.
- There is no dropped third strike rule

Base Running

- No Leads allowed
- Stealing is allowed after the ball crosses home plate. If a runner leaves early they will be called out.
- The catcher can look the runner at third base back and he has to return to third. If a look back is not given and the catcher throws the ball back to the pitcher, the runner may attempt to steal home.
- The catcher does not have to come off the bases with two outs.
- Managers and Coaches are not permitted to assist runners while the ball is in play.