

LYNDHURST DADS' CLUB  
MIGHTY MITE LEAGUE  
2012 RULES

The primary purpose of this League is instructional and teaching the players, baseball fundamentals and the game itself is the principal goal.

- **LIGHTNING** – When lightning is seen in the area by an Umpire, Manager, Coach or any LDC Trustee the game MUST be suspended immediately. The game may be restarted only after 30 minutes of time has passed from when lightning was last seen.
- **SMOKING** - Prohibited on the field or in the dugout at any time (before, during or after a practice or game by managers, coaches or parents).
- **FIELD CONDITIONS** – If the LDC Fields Director determines that a field(s) is not playable that decision is final. Prior to the start of a game the Managers can, by consensus, determine that the field is not playable. If they cannot reach a consensus, the Umpire shall decide. Once a game has started, the Umpire will determine if the field is playable.

If a game is rained out Managers are to reschedule immediately for the 1<sup>st</sup> available date and notify the League Director to confirm field availability and to arrange for an umpire. If the Managers cannot agree to a makeup date, the League Director shall schedule a date and field.

- **MANAGER RESPONSIBILITIES** – Managers and Coaches are personally responsible for their conduct and the conduct of their players, coaches and, jointly with the other Manager, fans and spectators.

The winning Manager is responsible for contacting the League Director with the game score within 24 hours.

- **UNIFORMS** - Supplied by the LDC, must be worn by all players. Failure to wear the team uniform will result in the player becoming ineligible to play until such time as the player is in uniform.
- **HOME TEAM RESPONSIBILITIES:**

Placing and returning to the equipment box bases and home plate.  
Supply 1 new game ball.  
Pay umpire and have the umpire card completed (keep and turn in at end of year).  
Clean up litter after the game.  
Occupy the 1<sup>st</sup> base bench.  
Keep players within the bench area (only coaches and players are allowed in this area).  
Help keep spectators from behind the backstop.

- **VISITING TEAM RESPONSIBILITIES;**  
Supply 1 “best playable” ball for the game.  
Clean up litter after the game.  
Occupy the 3<sup>rd</sup> base bench.  
Keep players within the bench area (only coaches and players are allowed in this area).  
Help keep spectators from behind the backstop.

- UMPIRES

Only the Manager, or, in their absence, the designated Manager, may confer with the Umpire regarding the application of any RULE affecting the game and only for the purpose of avoiding a protest.

Questioning any judgment call made by an umpire (safe, out, fair, foul, etc.) will be construed as intimidating the umpire and grounds for immediate ejection from the game of the Manager, Coach, Player or spectator. Regardless of the manner in which it is done, any questioning of a judgment call may be considered intimidation.

- PROTESTS

Protests will not be received or considered if based solely on a judgment decision of an umpire (safe, out, fair, foul, etc). Protests are only valid when based on a rule of the game/league or the umpire's interpretation of said rule.

Protests involving the eligibility of a participant can be made at any time before or during the season (eligibility being defined as the assignment of the player to the league being improper.

A Manager must make known his decision to play a game under protest either (a) before the next pitch is made after the play occurs or (b) on the last play of the game, prior to both teams leaving the field of play (crossing the foul lines).

When notice is given that the game will be played under protest, the umpire shall note the date, time, place of the game, location of runners, the player at bat, the number of outs, balls and strikes and sign the official scorebook of each Manager.

The Manager who decides to play under protest shall, within 48 hours of the start time of the game submit in writing to the League Director, the following; the date, time and place of the game, the name of the umpire, the rule and section of the playing rules under which the protest was made, the decision of the umpire and the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.

Protests will be submitted to the LDC Protest Committee by the League Director.

- BORROWED PLAYERS

A list of players from T-Ball who are eligible to be called up to play will be provided each team. Only those players may be called up and only the purpose of avoiding a forfeit. A player cannot be called up if they are scheduled to play a game for their team on the same date.

A borrowed player can only play in the outfield and bat in the bottom 1/3 of the batting order.

A borrowed player, even if enough official team members are present for the game must play at least 2 consecutive innings (12 outs) and must play a minimum of 3 innings in a 5 inning game.

**BORROWED PLAYER Con't.**

Opposing Managers are to be notified that a borrowed player is being used. The borrowed player will wear their regular team uniform. A team cannot call up the same player two times in a row.

The 1<sup>st</sup> violation of the borrowed player rules will result in a warning. A second violation will result in a one game suspension of the Manager.

- **GAMES**

Games (excluding make up or other specially scheduled games) shall start at 6:30pm. NO NEW INNING shall begin after 8:30pm. If an evening double header is scheduled, the 1<sup>st</sup> game will start at 6:15pm with no new inning starting after 8:15pm. The 2<sup>nd</sup> game will start at 8:30pm with no new inning beginning after 10:30pm. In any game no new inning will start after 2 hours.

Games are scheduled to be 5 innings in length. A game is considered a legal game if 3 and ½ innings are completed with the home team leading or 4 innings if the home team is losing.

If a game is tied at the end of 5 innings, time permitting, extra innings will be played until a winner is determined. Batting during each extra inning will be conducted the same as if it was the last inning of a 5 inning game.

If a game ends in a tie each team will be credited with ½ win and ½ loss.

If a team is unable to field a minimum of 9 eligible players within 15 minutes of the scheduled start time of the game, the game shall be declared a forfeit and the other team awarded the victory. If neither team can field 9 eligible players within the 15 time period, then each team will be credited with ½ win and ½ loss.

- **POST SEASON TIE BREAKERS**

In the event of a tie in the standings at the end of the regular season, the following tie breakers will be used in the order listed.

- (1) Team head to head records,
- (2) Runs scored in head to head games, and
- (3) Coin flip.

- BATTING/PITCHING

Each eligible player shall bat in continuous order. Players who arrive at a game after their team has batted through their order are ineligible for the game. If arriving before their team has batted through their order they shall assume the last batting position in the batting order.

If one team has more eligible players than the other, the number of players to bat in an inning for each team will be based on the larger number of players.

Teams shall bat 1 time through their eligible roster of players unless three outs are made prior to doing so in innings 1 thru 4. In inning 5 and in each extra inning thereafter, a team shall continue to bat until 3 outs have been made.

No bunting is permitted.

After 1 warning per team, a batter shall be declared out if they throw their bat.

If a batted ball hits the adult pitcher, the ball is dead, the pitch does not count and all runners will return to their base.

All pitches thrown by the adult pitcher will be made overhand. The center of the pitching circle is 32 feet from home plate. The circle will have a radius of 4 feet. A pitch can be made from anywhere within the circle but at least 1 foot of the adult pitcher must remain within the circle at all times.

The adult pitcher, except to avoid a batted, fielded or thrown ball, must remain in the pitchers circle at all times when the ball is in play.

Each batter will receive up to 6 pitches. Balls and strikes are not called. After six pitches, if the batter has not reached base safely, the batter is out. However, an at-bat may be prolonged by a foul ball on sixth and subsequent pitches.

The batting team will announce to the other team and umpire when the last batter for the inning will be batting. If the batter flies out, does not reach first base safely or if a force out is made at any base, no run shall score.

The infield fly rule is not in effect.

- FIELDING

The defensive team may have an adult coach on one or both baselines provided they are in clearly in foul territory and remain on the grass outside of the infield area.

There shall be a maximum of 12 defensive players which shall be designated as follows: Catcher, pitcher, 1st base, 2nd base, shortstop, 3rd base, and up to six outfielders. A team is allowed to make 1 defensive position switch per inning, a maximum of two times per game.

## FIELDING Con't.

A maximum of 6 defensive players shall be positioned within the infield. They shall be positioned at "normal depth" which is defined as the area between the base paths and the edge of the outfield grass. The pitcher shall be within the pitching circle at the time of the pitch and the catcher shall be positioned behind home plate.

Any infielder, (as defined above), when in possession of the ball inside of the base line may request and be granted time out by the umpire. Outfielders cannot enter the infield to call time out. An umpire may also call time out at his/her discretion if he/she deems the play to be complete, even if a defensive player is not in possession of the ball. Note: The player pitcher does not have to be within the pitchers circle for time to be called by the umpire. The player requesting time out should hold the ball in their throwing hand and over their head.

Any ball thrown out of bounds will be a dead ball and one additional base shall be awarded to each base runner. On any throw that hits the fence, runners may advance a maximum of one base at their own risk.

All eligible players must play a minimum of three (3) complete innings in the field unless the player is unable to finish, due to injury, illness or ejection. The innings do not have to be consecutive, but must be complete innings.

Further to above, the League believes it is a "best practice" that every player on a Team, be given two to three innings of infield play. It is required that ALL boys on each Team, must play in an infield position at least one (1) complete inning during the course of every game.

- BASE RUNNING

Bases will be set at 55 feet.

Sliding is permitted.

Lead offs are not permitted. Runners must remain on the base until the ball is hit. If the runner leaves early, the play is dead and "no pitch" declared.

When time is called, runners will either return or advance to a base as instructed by the umpire.

If the catcher for the team is on base with 2 outs a courtesy runner can replace him so that he can begin getting his equipment on.

The double base (white and orange) is meant as a safety base only. Players should be instructed to "hit" the orange base when running to 1<sup>st</sup> base. There will be no penalty however for "hitting" either base and play will continue.