



## Lyndhurst Dads' Club Mighty Mite League 2022 Rules

PURPOSE: The primary purpose of the league is instructional, teaching all players the fundamentals of baseball and the enjoyment of the game itself.

### GENERAL LEAGUE RULES:

- 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: Smoking, in all of forms, is prohibited on the field or in the dugout at any time (before, during or after the 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 the 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.
  - o If a game is rained out, the managers are to reschedule immediately for the first available date and notify the League Director to confirm field availability and to arrange for an umpire. If the managers cannot agree on a makeup date, the League Director shall schedule a date, time, and field. The scheduled game is restarted from the beginning. This includes post-season games.
- 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 of game completion.
- Uniforms and Equipment:
  - o Uniforms supplied by LDC must be worn by all players.
  - o Failure to wear the team uniform will result in the player becoming ineligible to play until such time as the player is in uniform.
  - o Players are responsible for providing their own gloves, bats and helmets for play.
  - o Helmets must be worn at all times by any player at bat, on deck, or running bases.
  - o Bats shall be 2-5/8" in diameter or less. There is no limit regarding the weight or length of the bat. Wooden bats are illegal. ALL BATS MUST MEET THE "USA BAT" STANDARD TO BE CONSIDERED LEGAL!

A bat that meets the USA Bat standard will have a “USA Baseball” stamp on the bat, as shown in the example below:



If a bat does not have a USA Baseball stamp it is illegal and cannot be used in a game. USSSA bats are illegal. BBCOR bats are illegal.

- If an illegal bat is discovered during an at-bat the batter shall be called out and the at-bat ends. If the ball is put into play the batter is out and all base runners return to their original base at the time the at-bat started, except for a runner who was put out during the at-bat remains out. If no pitches have been thrown, the bat is replaced with no penalty. The penalty will not be enforced after a pitch is thrown to the next batter, but the bat must be removed from the game.
- Shoes must always be worn. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permitted. Tennis shoes / athletic shoes are permitted.
- A safety mask is required for the pitcher position. The league will supply one per team, the manager is responsible for making sure it is cleaned between innings.
- Home Team Responsibilities:
  - Placing and returning to the equipment box all bases and home plate (where applicable).
  - Supply one new game ball.
  - Pay the umpire
  - Clean up all litter after the game.
  - Occupy the first base dugout/side of diamond.
  - Keep players within the bench area (only coaches and players are allowed within this area).
  - Help keep spectators from behind the backstop.
  - Present to opposing manager a lineup card that lists batting order for the game and shows a five-inning rotation of positions for all players that guarantee each player, that is not a borrowed player, has two innings of defensive positioning in the infield. Infield positions are first base, second base, third base, shortstop, pitcher, and midfielder. A coach can choose to not play a player in the infield for safety reasons

with approval from the league director and noted on the lineup card. If a parent requests a player not be in the infield for safety reasons this request will be honored and noted on the lineup card.

- Visiting Team Responsibilities:
  - Supply one “best playable” ball for the game.
  - Clean up litter after the game.
  - Occupy the third base dugout/side of diamond.
  - Keep players within the bench area (only coaches and players are allowed within this area).
  - Help keep spectators from behind the backstop.
  - Present to opposing manager a lineup card that lists batting order for the game and shows a five-inning rotation of positions for all players that guarantee each player, that is not a borrowed player, has two innings of defensive positioning in the infield. Infield positions are first base, second base, third base, shortstop, pitcher, and midfielder. A coach can choose to not play a player in the infield for safety reasons with approval from the league director and noted on the lineup card. If a parent requests a player not be in the infield for safety reasons this request will be honored and noted on the lineup card.
  
- Umpires:
  - Only the manager or designee 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 ejection of the offending party. Regardless of the manner in which it is done, any questioning of a judgment call may be considered intimidation.
  - Umpires may confer with coaches, at their discretion, to assist in plays where they do not have the ideal viewpoint to make a call. This request for assistance must be initiated by the umpire.
  
- Protests:
  - The primary purposes of the league being enjoyment and instructional, protests should be an absolute last resort and every effort should be made between umpires and managers to come to resolution at the time and site.
  - Protests will not be received or considered if based solely on a judgment decision of an umpire (safe, out, fair, foul). 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 defined as the assignment of a player to the league being improper).
  - A manager must make known their 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 (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, player at-bat, number of outs, number of pitches for the batter, and sign each team's scorebook.
  - 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:
    - Date, time, and place of the game
    - Umpire name
    - Rule and section of the playing rules under which the protest was made
    - 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 (Rally Cap) who are eligible to be called up to play will be provided to each team. Only those players may be called up and only for the purpose of avoiding a forfeit. A player cannot be called up if they are scheduled to play a concurrent game for their team.
  - A borrowed player can only play in the outfield and bat in the bottom third of the order.
  - A borrowed player, even if enough official team members are present for the game, must play at least 2 consecutive complete innings and must play a minimum of three innings in a five-inning game.
  - Opposing managers must be notified that a borrowed player is being used. The borrowed player will use their regular team uniform. A team cannot call up the same player two times in a row if other options are available.
  - The first violation of the borrowed player rule will result in a warning. A second violation will result in a one-game suspension of the manager.
- Games:
- The game has a 1.75 hour time limit from the time of the first pitch, as recorded by the umpire. NO NEW INNING shall begin after the time limit is reached. The current inning continues.
  - Games are scheduled to be five innings in length. A game is considered a legal game if three and one-half innings are completed with the home team leading, or four innings if the home team is losing.
  - If a game is stopped before it becomes a legal game (for example due to weather) it will be rescheduled and replayed in its entirety. Games are not resumed; they start over from the beginning, including postseason games.
  - If play is stopped in an incomplete inning, for example due to weather, the score reverts back to the last COMPLETE inning played unless the home team is ahead at the time the game is stopped.
  - If a game is tied at the end of five innings, and the time limit has not been reached, extra innings will be played until a winner is determined or the time limit is reached.

- No new inning shall begin after the time limit is reached. Batting during each extra inning will be conducted in the same manner as the fifth inning is played.
- If a game ends in a tie, each team will be credited with one-half win and one-half loss.
  - If a team is unable to field a minimum of eight (8) players within 15 minutes of the scheduled start time of the game, the game shall be declared a forfeit and the other team awarded a victory. If neither team can field eight eligible players within the 15-minute time period, then each team will be credited with one-half win and one-half loss.
  - If a run differential within a game exceeds 15 runs, the game will be stopped after four innings unless the manager of the losing team wants to continue the game.
- Post-Season Tiebreakers:
- In the event of a tie in the standings at the end of the regular season, the following tiebreakers will be used, in order:
    - Team head-to-head records
    - Runs scored in head-to-head games (capped at a 7-run differential per game when calculating the tiebreaker).
    - Coin flip

#### GAME RULES:

- 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, the player will assume the last batting position in the order.
  - Teams shall bat one time through their eligible roster of players unless three outs are made prior to doing so in each of the first four innings of the game. In the fifth inning and in each extra inning thereafter, a team shall continue to bat until three outs have been made.
  - 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.
  - No bunting is permitted. If the ball is bunted the batter is out and the ball is dead, and all runners return to their original base before the play started.
  - After one warning to the team from the umpire, a batter will 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 return to their base.
  - If the adult pitcher is hit by a thrown ball it becomes a dead ball at that time and the play ends as if time was called.
  - All pitches thrown by the adult pitcher will be made overhand. The center of the pitching circle will be 32 feet from home plate. The circle will have a radius of four feet. A pitch can be made from anywhere within the circle, but at least one foot of the adult pitcher must remain in the circle at all times.

- The adult pitcher, except to avoid a batted, fielded or thrown ball, must remain in the pitcher's circle at all times when the ball is in play.
  - Each batter will receive up to six pitches. Balls and strikes are not called. After six pitches, if the batter has not reached safely, the batter is out. However, an at-bat may be prolonged by a foul ball on the sixth, and any 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 batting team may have a coach at first and third base, standing clearly in foul territory. Base coaches under the age of 18 must wear a batting helmet.
  - 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 clearly in foul territory and remain on the grass, outside of the infield.
  - There shall be a minimum of eight (8) and a maximum of 11 defensive players, which shall be designated as follows:
    - Pitcher
    - First base
    - Second base
    - Shortstop
    - Third base
    - Midfielder (behind second base)
    - Up to five outfielders
  - A team is permitted to make one defensive position switch per inning, a maximum of two times per game. Regardless of swaps, all players are required to play two complete innings on the infield.
  - A maximum of six defensive players shall be positioned on the infield at the time of the pitch and all but the pitcher at least at the depth of the base paths or behind (between the base path and the outfield grass). The midfielder shall be between second base and the outfield grass.
  - The pitcher shall be no closer to home plate than the adult pitcher and must have at least one foot in the pitching circle at the time of the pitch. (The pitcher can be moved back for safety reasons only, based on the hitter, in which case the pitcher must be at the same distance as the other infielders (Between base path and the outfield grass).
  - The outfielders must be standing in the outfield grass at the time of the pitch.
  - 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.

- If the umpire determines the baseball play is over, the umpire shall call time, for example if a player is holding a ball and forgets to call time. (The intent is players should not advance bases after the play is over simply because a player does not call time.)
  - 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. Runners cannot advance beyond one additional base. (For example, if the ball hits the fence and there is an overthrow attempting to throw the advancing runner out at second base, the runner cannot proceed to third base.)
  - All eligible players must play a minimum of three innings in the field, two of which must be within the infield, unless a player is unable to finish the game due to injury, illness, or ejection. The innings do not have to be consecutive, but must be complete innings. The requirement is not enforced if the game does not reach the end of five full innings in which case every player must have played at least two innings in the field, and at least one inning in the infield.
- Baserunning:
- Bases will be set at 55 feet apart.
  - Sliding is permitted. Head-first slides are not permitted. A runner who slides head-first shall be called out.
  - Leadoffs are not permitted. Runners must maintain at least one foot on the base until the ball is hit. If the runner leaves early, the play is dead and “no pitch” is declared.
  - When time is called, runners will either return or advance to a base as instructed by an umpire.
  - 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 first. However, there will be no penalty for hitting any part of either base and play will continue.