



**Midlothian Amateur  
Baseball Association  
Rulebook**

**2026**

## **13U/14U JUNIORS DIVISION**

This division is for middle school-aged players and 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. No coach's agreement at the plate meeting can supersede official MABA rules.
2. 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.
3. **SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.**
4. 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.
5. 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 as submitted to the scorekeeper throughout the game. Teams are allowed unlimited substitutions.
6. Players arriving after the start of the game must be placed at the end of the batting order.
7. Each team will field a maximum of nine (9) players.
8. Teams are permitted to play with seven (7) players; however, they **MUST** take an out in the place of the 8th and 9th batters. If a team plays with (8) players they must take an out in place of the 9th batter. 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 result.

9. Each team must play a catcher. Catchers **MUST** wear all safety equipment, including the hanging throat protector.
10. 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.
11. All offensive players must wear batting helmets while on the playing field for the safety of all players.
12. 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.
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. A maximum of eight (8) runs may be scored per  $\frac{1}{2}$  inning for 13U/14U.
15. "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.
16. A tie in a tournament game will be decided by Texas Tie-Breaker rules. The last three batters from the previous inning will be placed on 1st, 2nd, and 3rd base with one out. Play will resume until a winner emerges.

## **PITCHING RULES**

1. **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.**
2. 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:
  - 18.1 That batter reaches the base.
  - 18.2 That batter is put out.
  - 18.3 The third out is made to complete the half-inning.
3. 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. A player who catches four or more innings in a game is not eligible to pitch on that calendar day.

4. 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
5. A pitcher's day of rest begins the day AFTER their last pitch.
  - a. Ex. A pitcher throws 45 pitches on Monday, they may not pitch again until Thursday.
6. Pitchers may complete a batter at each threshold above, including the maximum pitch count.
7. A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. A pitcher may finish the batter and keep the day's rest threshold that he began the batter with.
8. A player shall not pitch in three (3) consecutive days.

## **BASERUNNING RULES**

1. The baserunner will operate on "open bases," with the runners able to leave and "lead-off" the bases before the pitch is thrown.
2. 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.
3. The infield fly rule will be enforced.
4. **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:
  - 27.1 There are fewer than two outs, and first base was unoccupied at the time of the pitch
  - 27.2 There are two outs even if there is a runner at first base
5. Head first slides ARE permitted.
6. 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.

7. A thrown bat will result in a warning for each team for the first offense and an out for each additional thrown bat. The decision of an umpire regarding a thrown bat is a judgement call and not disputable.

## COACHING RULES

1. 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.
2. Defensive coaches are not allowed on the field at any time and must remain in the dugout.
3. Each team is allowed a maximum of three (5) adult coaches/managers in the dugout during games. The coaching staff must consist of: (1) Head Coach, and (4) Assistant Coaches
4. 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 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

1. Coaches must turn in league equipment at the end of the last game to a MABA board member.
  - a. The league will not provide end of season awards until all equipment is returned.
  - b. Failure to return league owned equipment may result in a team not being able to register the following season. **Medals/trophies will not be awarded until equipment is returned.**
  - c. 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.

2. Standings will be determined based on the following:
  - a. Winning percentage.
  - b. Head-to-head winner (if two teams are tied).
  - c. If three teams are tied; the team that defeated the other two teams advances; otherwise, the next tiebreaker is used.
  - d. Total runs allowed.

## **BATS**

1. USA Baseball certified bats.
2. USSSA-certified bats.
3. Drop -5 max bats in 13U/14U division.
4. One-piece solid wood bats certified by BBCOR, Little League International, or other recognized governing bodies are also permitted.
5. 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. This is mandatory. Failure to do so will lead to the ejection of the head coach.

### **Home Team**

1. The home team scorekeeping representative shall be considered the official scorer and is responsible for keeping the official scorebook or GameChanger.
2. If using GameChanger, the team representative is responsible for ensuring that the app is set up correctly before the game starts, including entering complete and accurate roster information for both teams and scoring the game.
3. The home team must verify the final score with the umpire and visiting team's scorer after the game and submit the official game data in GameChanger promptly after the game ends.

4. If GameChanger is not utilized, the home team must keep an official paper scorebook that is available for review upon request. Failure to make the scorebook available upon request will result in the ejection of the head coach.

### **VISITING TEAM**

1. Operate the scoreboard and ensure it accurately reflects the score throughout the game.
2. Keep pitch count record.
3. Assist the home team's scorer in ensuring correct roster and lineup information.
4. Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
5. Verify the final score with the home team's scorer and umpire after 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.

### **AFTER THE GAME**

Please 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](mailto:majors@midlothianbaseball.org)

ASSOCIATION