



**Midlothian Amateur  
Baseball Association  
Rulebook**

**2026**

## **6U MODIFIED T-BALL DIVISION**

The modified T-ball division 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. No coach's agreement at the plate meeting can supersede official MABA rules.
2. **At the plate meeting, head coaches from each team must exchange a copy of their lineup including the first three innings of their defensive lineups. (A lineup sheet for fair play can be found on the league's website.)**
3. 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.
4. **SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.**
5. 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 (5) minutes left of gameplay unless both coaches agree to not start a new inning.
6. The complete roster will bat. The batting order will remain as submitted to the opposing manager throughout the game.
7. 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.
8. Players arriving after the start of the game must be placed at the end of the batting order.
9. Catchers are NOT required. If the catcher position is played, all safety equipment MUST be worn behind home plate.
10. Only safety balls are to be used.
11. All offensive players must wear batting helmets while on the playing field.
12. On-deck batters **CANNOT** warm up in the batter's box area.

13. Defensive infielders can make a throw to bases without the risk of a runner advancing on errant thrown balls to the infield. The batter cannot advance on these throws, whether caught or overthrown, to the base.
14. Defensive outfielders must remain in the outfield which is defined as the green turf before the ball is put into play.
15. A team may field a maximum of ten (10) players, including (4) outfielders and a catcher. If the catcher position is not being utilized, a team may only field nine (9) players.
16. "Run Rule" - If at the end of (3) innings one team has the lead of (15) runs or more the game is over.
17. A tie in a tournament game will be decided by Texas Tie-Breaker rules. The last (3) 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. 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.
2. The pitching coach shall deliver the ball thirty (30) feet from home plate. The coach pitcher must use an overhand throw to deliver the ball. An overhand pitch is defined as a pitch that starts with the ball above the elbow. 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.
3. For the purposes of player development, the pitching coach may help get the batter into the proper batting position between pitches via verbal cues or hand gestures but may not talk to or coach the batter once the pitching coach is in pitching position. For the purpose of keeping the game moving, It is strongly encouraged that the coach behind the plate assists the batter and that pitching coach's input is minimal. The pitching coach may not leave the mound or mound equivalent unless avoiding a hit ball or to avoid obstructing a defensive play.
4. The pitching coach shall position himself as to not obstruct defensive play. Any intentional interference with a defensive play, as determined by the umpire, shall result in an obstruction call and that pitching coach shall be ejected. The game will result in a forfeit for the violating team if no other coach is available to pitch.

5. 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.
6. Batters cannot strike out on the pitches thrown.
7. The batter is not out if the ball is hit into foul territory on the second (2nd) attempt from the tee.
8. If the batter puts a ball in play off a pitch and the ball reaches the "outfield" defined as the green turf, the batter can run multiple bases until infield control is established. The batter will be restricted to one base if the ball does not reach the outfield.
9. 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.
10. 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.

### **BASE RUNNING RULES**

1. 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.
2. 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 RULES**

1. Infield control is called by the umpire raising one hand. Once the umpire raises both hands and calls "TIME", the play ends.
2. Play will be considered "live" after the ball is hit into fair territory. The play shall be considered "dead" when time has been called by the umpire. 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. 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.

3. However, infield control is not established if an infield defensive player fields a ball immediately after the ball is hit, and throws the ball to a base attempting to get a runner out. For example, if the 3rd baseman fields the ball and throws to 2nd to get an out, or the 2nd baseman catches a pop-fly and immediately throws to 1st to get the runner trying to tag up, infield control is not established. Only when the player receiving the throw has control of the ball in the infield in fair territory is infield control established. When the umpire yells "TIME" the ball becomes dead and play stops.
4. 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.
5. **Umpire Judgement: The decision of the umpire regarding the dead ball and runner position is a judgement call and is not disputable.**

#### EQUAL PLAY RULES

1. No player can sit out defensively for more than two innings
2. No player shall sit out defensively twice before all players sit out defensively once.
3. Each player must play one (1) inning in the infield and one (1) inning in the outfield within the first three (3) innings.
4. The catcher is considered an infield position.
5. Coaches are empowered to agree upon defensive lineup deviations in the event of injury or illness.
6. Coaches will exchange lineup cards with batting order and defensive lineup covering the first three (3) innings, with infield positions highlighted. Failure to do so will lead to ejection of the head coach.
7. 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. If the umpire finds the fair play challenge to be correct, he will call for the opposing team to correct the defensive lineup. 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 head coach shall be ejected upon a 2nd violation of Equal Play Rules within the game. Fair play calls fall under the umpire's discretion.

8. If a challenge is upheld, the challenging coach shall report the violation to 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 RULES

1. Each team is allowed a maximum of five (5) adult coaches/managers in the dugout during games. The coaching staff must consist of: (1) Head Coach, (3) Assistant Coaches, (1) Team Manager
6. Adult coaches are allowed at first and third base during offensive play.
7. Two (2) adult coaches are allowed in the outfield during defensive play.
8. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout.
9. Assistant coaches must position themselves inside of the dugout while the ball is in play.
10. Only the team's head coach may be outside of the dugout during defensive series.
  - a. This is does not include the two coaches in the outfield.
2. 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

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 -13 max bats for the 6U Modified 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. Assist the home team's scorer in ensuring correct roster and lineup information.
3. Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
4. 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 4U/5U baseball division commissioner:  
[teeball@midlothianbaseball.org](mailto:teeball@midlothianbaseball.org)