



**Midlothian Amateur
Baseball Association
Rulebook**

2026

8U/9U MODIFIED COACH/KID PITCH DIVISION

The Modified Kid Pitch Division is designed as a transitional division between the 8U Coach Pitch Rec Division and the 9/10 Rec Kid Pitch Division. Both coach pitching and kid pitching will be utilized during the game. To promote a more exciting game, after ball four is called, the offensive coach will enter the game, assume the current strike count, and deliver up to three (3) pitches to the batter. The goal is to help the players transition while keeping the game fun and exciting. Modified Kid pitch will play on a 65' base path with a pitching distance of 46'.

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.
4. **SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.**
5. The time limit is set for the lesser of one (1) hour and 30 minutes, or (6) innings. The remainder of the inning will be completed when the time limit expires. A new inning may begin if there are at least five (5) minutes left of gameplay.
6. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain as submitted to the scorekeeper throughout the game.
7. Players arriving after the start of the game must be placed at the end of the batting order.
8. Each team will field a maximum of nine (9) players.
9. 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 the 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.

10. Each team must play a catcher. Catchers MUST wear all safety equipment, including the hanging throat protector.
11. The umpire's decision on a fair or foul ball is final and cannot be protested or overturned. This rule ensures the game's fairness and integrity, as the call will stand as the umpire rules.
12. Offensive players must wear batting helmets while on the playing field for the safety of all players.
13. A maximum of five (5) runs may be scored per ½ inning.
14. The infield fly rule will not be enforced.
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 (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. Players league age 8-9 are eligible to pitch.
2. The offensive coach plays a pivotal role in the game's excitement. After ball (4) is called, the coach will enter the game, assume the current strike count, and deliver up to (3) pitches to the batter. The batter's strategy must adapt accordingly. They may take the first (2) pitches but must swing on the 3rd pitch. After the 3rd pitch, the batter will be called "OUT" (unless the third pitch is hit into foul territory. If the third pitch is a foul, the batter will continue their at-bat until the ball is hit into play or strikes out). If the batter has a strike count, the following examples will apply:
 - a. 1 One Strike: The batter may receive up to (3) pitches but must assume a one-strike count, i.e., after swinging at (2) pitches, they will be called "OUT" (unless the third strike is hit into foul territory. If the third strike is a foul, they will continue to bat until the ball is hit into play or strikes out).
 - b. Two Strikes: The batter may receive up to (3) pitches but must assume a 2-strike count, i.e., after swinging at (1) pitch, they will be called "OUT" (unless the 3rd strike is hit into foul territory. If the 3rd strike is a foul, they will continue to bat until the ball is hit into play or the batter strikes out).

3. The pitching coach has specific responsibilities and limitations. They shall deliver the ball from a standing position at 46 feet from home plate. An overhand throw is mandatory. An overhand throw is defined as a pitch where the ball is above the elbow during the pitch. Following a hit ball, the coach must avoid obstructing any offensive player or interfering with any defensive player. It's important to note that 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 or as a strike. The adult offensive pitcher cannot coach base runners from the mound, but positioning the batter is acceptable.
4. The defensive player playing the pitcher should stand a few feet to the left or right and a couple of feet back of the coach pitcher. The defensive pitcher player may not stand directly behind the coach pitcher.
5. Pitchers removed from the mound may not return as pitchers. The Head Coach must remove the pitcher when said pitcher reaches the limit for their age group. The removed pitcher may remain in the game at another position.
6. 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.
7. **Pitching logs must be kept and signed after each game. Do not lose pitching logs as it can impact your players ability to pitch unless counts can be confirmed.**
8. Division of Play 8U/9U Modified: (65 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:
 - 22.1 That batter reaches the base.
 - 22.2 That batter is put out.
 - 22.3 The third out is made to complete the half-inning.
9. 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.
10. Pitchers league age 8-9 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

11. 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.

12. Pitchers may complete a batter at each threshold above, including the maximum pitch count.

13. 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.

14. A player shall not pitch on three consecutive days.

15. The dropped ball third strike is NOT in effect.

ON DECK SAFETY

1. Batters can take practice swings and warm up in the batter's box while preparing for their at-bat while on deck. However, batters warming up in the batter's box must always remain fully attentive and aware of live gameplay.
2. If a batter warming up demonstrates a lack of attentiveness or awareness that could lead to an unsafe situation, the umpire maintains discretion to issue a warning to the batter to pay closer attention, order the batter to return to the dugout until it is their time to bat, or call the batter out if the lack of awareness persists after a warning. The umpire's judgment on batter attentiveness shall be final, with safety being the top priority.
3. 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 baserunner will operate on "tight bases," with the runners unable to leave and "lead off" the bases before the pitch is thrown.
2. Base stealing guidelines will be as follows:
 - All runners will operate on "tight bases" meaning no "lead offs" at any time.

- Runners may only steal bases when the kid pitcher is pitching and once the ball has crossed home plate.
 - Runners may not steal home under any circumstances. Players on 3rd base can only score, once the ball is put into play. A runner on 3rd base cannot advance if an attempt is made for a throw down. Runners on 1st and 2nd may advance on an attempted throw down from the catcher.
 - Runners stealing a base may only advance 1 base.
3. Players can NOT be walked in modified kid pitch with the exception of the kid pitcher striking a batter with a pitch.
 4. Modified kid pitch does NOT play dropped third strike.
 5. A courtesy runner may be used for pitcher and/or catcher when there are two (2) outs. Runner is the last recorded out
 6. 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.
 7. 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.

LEAD RUNNER RULES

1. The purpose of Modified Coach/Kid Pitch is to teach the baseball players how to begin to play the game properly. As such, there is no 'infield control' in Modified Coach/Kid Pitch. Instead, the defense must stop the lead runner. Stopping the lead runner is defined as making a baseball play on the lead runner while close enough to cause a reasonable runner to stop or stall in the running, whether on the base or not. This can also be defined as advancing the baseball ahead of the lead runner.
2. Once the umpire has judged the lead runner to be stopped (or would have been stopped by a reasonable runner), time will be called. Technically, “time” will not be called until runners are on a base or just past it due to being stopped by the defense, and the play is over due to the lead runner being stopped.

NOTE: A runner can be stopped even if the player holding the ball is in foul territory.

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 exempt from the equal play rule while considered an infield position. This exemption is in place to ensure that gameplay is not delayed by adjusting the catcher's gear to a different player, thereby maintaining the fairness and efficiency of the game.
5. Coaches are empowered to agree upon defensive lineup deviations in the event of injury or illness. This flexibility allows for the smooth continuation of the game, ensuring that the team's performance is not compromised.
6. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first three (3) innings, with infield positions highlighted.
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 that the fair play challenge is correct, he will call for the opposing team to correct it. 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 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 six (6) innings and will not be allowed to deviate except for injury or illness reasons.

COACHING RULES

1. Two (2) adult base coaches are allowed. One approved adult (Assistant/Team Manager) 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. Managers and coaches must always remain in the dugout unless actively participating as base coaches.
3. No more than five (5) adults per team are allowed in the dugout.

4. Adult base coaches are allowed. Defensive coaches are not allowed on the field at any time and must remain in the dugout.
5. Each team is allowed a maximum of four (5) adult coaches/managers in the dugout during games. The coaching staff must consist of: (1) Head Coach. (3) Assistant Coaches, and (1) Team Manager: Adult coaches are allowed at first and third base during offensive play. At least (1) adult (Team Manager) must always remain in the dugout. Teams may designate (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 -12 max bats in the 8U/9U 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. Keep the 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 8U/9U Modified baseball division commissioner:
coachpitch@midlothianbaseball.org

