

**Midlothian Amateur
Baseball Association
Rulebook**

2026

COACHES CODE OF CONDUCT

THE UMPIRES

1. I understand that the umpire is the sole authority on the field of play.
2. I understand that assistant coaches, players, and spectators are not allowed to question the umpire's calls. This will not be tolerated and could result in the ejection and suspension of the head coach.
3. I understand that only the head coach may protest a call.
4. I understand that a protest from a head coach must always be respectful.
5. I understand that no protest will be heard from a head coach unless he has the MABA rulebook in-hand or pulled up on our website.
6. I understand that no coach's agreement at the plate meeting can supersede official MABA rules.

SPORTSMANSHIP

1. I will promote good sportsmanship on and off the field.
2. I will not in word or deed overemphasize the importance of winning.
3. I will respect umpires, coaches, players, board members, and spectators, during and after the game, win or lose.
4. I will maintain control of my emotions and avoid actions, language, and gestures that may be interpreted as angry or hostile.
5. I accept the principle that a team's reputation is built not only on its playing ability, but also on its sportsmanship, courtesy, and manner.

RULES AND POLICIES

1. I will read the MABA rulebook, understand the policies and abide by them.
2. I will adhere to all safety guidelines.
3. I will adhere to a tobacco-free environment while at all city of Midlothian facilities.
4. I will follow all fair-play rules and pitch count rules.

THE TEAM

1. I will conduct practices in an organized manner, with a planned agenda that focuses on specific skill development.
2. I will focus on providing instruction that commensurate with players abilities so all players have the opportunity to advance their skills towards their full potential, gain confidence and develop self-esteem.
3. I will teach each player, especially through example, to be humble and generous in victory and courteous in defeat.
4. I understand that head coaches are appointed by the league to be responsible for the team's actions on the field and to represent the team in communications with the umpires, opposing teams, and league.
5. If a head coach leaves the field, he shall designate a coach as a substitute who will then be responsible and held accountable for the manager's duties.

NON-GAME DUTIES OF MANAGERS

Each head coach has considerable duties outside of coordinating practices and managing the games. Accordingly, if I am a head coach, I will adhere to the following as well:

1. I will maintain open communication with players and parents to inform them of practices, games and other responsibilities in a timely manner.
2. I will communicate with the other coaches in my division and the league, which will require me to check my email on a daily basis during the season.
3. I will coordinate with parents to make sure that my team has the requisite number of volunteers present for MABA events, such as field improvement days, picture days, and opening day.
4. I understand that T-Ball umpires are coaches or an approved parent. I understand that it is my responsibility as a Tee-Ball coach to either umpire the game myself or find a qualified umpire (such as an approved volunteer parent) for assigned games throughout the season.
5. I will attend all required coaches, safety and umpiring clinics if I am able. I will ensure that one of my assistant coaches attends on my behalf if I can not attend.

6. I will complete, obtain and submit to the League all required paperwork, which will include Volunteer Applications and Parent Code of Conduct forms.
7. I will make sure that I maintain a notebook containing the League Safety Manual, the MABA Local Rules, Player's Medical Release Forms (if applicable) and make sure it is present at each team practice and game.
8. I understand that I am the point of contact for my team and other teams. I will take my obligations seriously and communicate in a serious manner with other teams and MABA officials.

I, the undersigned, agree to follow the Code of Conduct and comply with all League rules, policies and procedures. I understand that I am a representative of MABA and that my conduct on and off the field affects this organization. I understand that if my conduct, whether participating in an MABA activity or not, is in violation of this Code, MABA ByLaws will not be tolerated and that violations will subject me to disciplinary action that could include a warning, game suspension or season suspension, as well as impact my opportunity to coach in future seasons. I further acknowledge the authority of the Board of Directors of MABA and understand that if permitted to coach or manage I serve solely at the pleasure of the Board, permission may be revoked at any time. My failure to honor the authority of the Board and its members or to show them proper respect will be deemed to be a violation of this Code of Conduct. Accordingly, I understand that I may be called to speak to some or all of the Board at any time and that if called my failure to attend could result in an immediate suspension. I understand that if I am suspended, I will not be permitted to attend any league functions in the capacity of a coach or manager (practices, games, etc.).

Signature

Date

Name (Printed)

ASSOCIATION

GAME RULES AND REGULATIONS

The Midlothian Amateur Baseball Association (MABA) follows standard baseball rules and regulations commonly accepted for youth and amateur baseball unless otherwise modified or stated in this MABA Local Rules document.

Where there are deviations from standard baseball rules, the rules outlined in this MABA Local Rules document shall take precedence and be the governing rules for all MABA baseball divisions and gameplay unless otherwise stated.

Players, coaches, umpires, and all participants, must adhere to the standard baseball rules and any modifications or additions specified in the MABA Local Rules.

This rulebook is the authoritative source for the current season's local policies, procedures, and rule adjustments implemented by MABA.

In areas where the MABA Local Rules do not provide specific guidance, the standard baseball rules and regulations for youth and amateur play shall apply.

GAME DAY SCHEDULE OF EVENTS

The head coach of each team is to meet with the umpire(s) before game time at home plate for introductions and rule clarifications. If the official head coach is unavailable, an assistant coach shall be appointed to act as head coach for the entirety of the game. **For coach challenges, the head coach is determined by the adult coach who attends the plate meeting.** The head coach cannot change after the plate meeting has begun.

At the plate meeting, head coaches from each team must exchange a copy of their lineup and in 6U, 7U REC, 8U REC, and 8U/9U MOD, divisions must also provide a copy of the first three innings of their defensive lineups. The umpire will confirm Home/Away score keeping duties. Coaches cannot agree to change or ignore the rules. If a coach feels an official MABA rule should be changed, submit the request to the MABA Board in writing. The Board of Directors reviews and considers all written requests for adoption if warranted. The umpire must clearly announce the game's start time to both the home and visiting teams.

The plate umpire keeps the official time. The home team is the official scorer, and must keep the official scorebook or GameChanger. The visiting team shall run the scoreboard and keep pitch count in kid pitch divisions. At the end of the game, both head coaches must sign the scorecard and the pitching log. Signing the scorecard confirms that you have acknowledged and agreed with the final score.

Failure to comply with required duties listed above will result in a forfeit if challenged.

UMPIRES AND PROTESTS

A head coach may call time when they wish to protest a call. The umpire who made the original decision may ask another umpire for additional information before making a final decision. Any umpire may overrule their original call after reviewing the rule. If there is reasonable doubt that an umpire's decision may conflict with the rules, the head coach may ask for clarification from the commissioner or board member on duty, and official game time is stopped.

Any appeal shall be made only to the umpire who made the protested decision, and the appeal must include the specific rule in question and any supporting facts (the head coach **MUST** have the printed rules or online copy with the specific rule present to appeal any call). Any umpire's decision, which involves a judgment decision like balls, strikes, outs, balks, etc., is **FINAL**. At no time should a player, assistant coach, parent, or spectator approach an umpire about a call. The maximum time for a rules protest is three (3) minutes. Umpires are required to allow the coach to protest a rule's interpretation.

EJECTIONS

1. Any coach who requests and is granted time, proceeds to question, dispute, argue, or in any way displays disapproval with a judgment call such as, but not limited to, balls, strikes, safe, out, fair, foul, obstruction, interference, unsportsmanlike conduct, or balks, etc. shall be removed from the game and required to leave the confines of the playing and spectator areas.
2. The parking lot is the closest location the ejected person can be to the field. The head umpire can forfeit the game to the other team for failure to leave.
3. Any ejected coach is subject to suspension from the next game played by that team at the Board of Director's discretion.
4. Any coach ejected for a second time will be suspended for four (4) games beginning with the next game.
5. The third time a coach is ejected, they will be removed from their position for the remainder of the season and face further consequences at the discretion of the Board of Directors.
6. If any coach makes physical contact with an umpire; that coach shall be ejected from the game immediately. That coach will also face further disciplinary action which will be determined by the Board of Directors.
7. Control of spectators is the direct responsibility of coaches and their respective teams.

8. If an umpire warns any spectator to refrain from continuous verbal or physical disagreement/harassment, the coach of the spectator's team is directed to control his spectator. The individual will be warned that continued action will result in the individual's and the head coach's ejection.
9. If ejected, the individual(s) and the coach must leave the premises within (2) minutes, or the game will be forfeited.
10. A player, coach, or fan ejected from the current game will also be suspended from the next scheduled game. That person cannot return to the park for the day or the next day of scheduled games, even if that person is part of multiple teams.
11. A coach who is ejected is required to self-report the incident to the board. The coach for the opposing team must also report the coach's ejection. Any coach who fails to self-report an ejection will be suspended for (2) games. If the game is the regular season's final game, the coach will remain ejected for the first end-of-season tournament game (playoffs). The suspension will carry over to the next season if the coach is ejected from the end-of-season tournament to include any remaining games in the tournament.
12. The Discipline and Appeals Board Member is required to maintain a log of coach ejections and suspensions and report all suspensions to the board during regularly scheduled meetings.
13. Coaches are required to report player ejections to the division commissioner. The commissioner and the Discipline and Appeal Board Member will determine whether the player will be required to serve a suspension. The deciding factors will encompass the totality of the event that caused the player's ejection. All player suspensions will be reported to the Board of Directors.

PLAYER RECRUITING - REC DIVISIONS

1. No team/coach/parent can recruit. Recruiting is when a team member encourages, gives money, and/or uses the team's name to bring player/s to their team.
2. When a team ceases to exist, all players must enter the draft/player pool.
3. If a player chooses to leave a team, they must enter the draft/player pool. The player can request to be placed on a team, but the league can not guarantee that request.
4. If any person affiliated with your team is found to be engaging in recruiting, your team will be subject to play at a higher level within the league without those recruited players.
5. The board may require a returning recreational team to move up a division or move into a Prime/Open division after the season based on skill level.

PLAYER RECRUITING - PRIME/OPEN DIVISIONS

1. Teams in the prime/open divisions can recruit players from recreational leagues in the same or lower divisions.
2. Teams in the prime/open divisions are strictly prohibited from recruiting players currently registered on another team within the same prime/open division.
3. Any recruiting efforts must be conducted ethically and without coercion, monetary incentives, or misrepresentation of the team or league.
4. Recruited players from recreational leagues do not have to enter the draft/player pool to join a prime/open division team, provided they did not self-enter the draft in the prime/open division. If the recruited player had previously self-entered the draft in the prime/open division, they must go through the established draft/player selection process.
5. Violations of this rule may result in disciplinary actions, including but not limited to forfeiture of games, suspension of coaches or players, or expulsion from the league.
6. Once a team has moved to the prime/open division, it will not be allowed to return to the recreational division unless it moves up to a higher age division. To be reestablished in the recreational division, the team must disband and re-enter the draft in the recreational division. This is to prevent a team from modifying player recruiting practices between recreational and prime/open divisions.

GAME DELAY

1. **Definition:** A delay in a game is any action by a player, coach, or manager that unnecessarily prolongs the game or disrupts the normal flow of play.
2. **Examples (not exhaustive):** Frequent Pitcher Changes: The rule can be interpreted to penalize a coach who makes excessive pitching changes without any strategic justification. For instance, if a pitcher is throwing strikes and effectively retiring batters, a coach subbing them out frequently to slow down the game would be considered a delay of game tactic.
 - a. Visits to the Mound: Similar to pitcher changes, repeated mound visits for no apparent reason (e.g., not to discuss pitching strategy or check on the pitcher's well-being) could be interpreted as a delay of game tactics.
 - b. Other Actions: The "other actions" section provides flexibility for the umpire to address additional delaying tactics. This could encompass any behavior by the coach that disrupts the normal flow of play, such as taking excessive time between innings for no apparent reason, arguing with umpires over minor calls in

a prolonged manner, or giving overly elaborate signs to the pitcher solely to waste time.

- c. A pitcher taking an unreasonable amount of time between pitches without justification (e.g., excessive windup or repeated signs).
- d. A player intentionally calling time out for a non-emergency reason.
- e. A player or coach deliberately interferes with the ball or prevents a play.
- f. A batter repeatedly steps out of the batter's box without justification (e.g., adjusting equipment constantly).
- g. A fielder intentionally delays throws to hold a baserunner on a close play (applicable to higher age groups where appropriate).
- h. A player or coach throwing equipment onto the field in frustration. (cause for Immediate ejection).
- i. A fan interferes with the game by entering the field or throwing objects onto the field. (cause for immediate removal from the fields)

ENFORCING THE RULE

The key to enforcing the rule is for the umpire to be observant and make a judgment call based on the following:

1. **Frequency of Actions:** A single pitching change or mound visit might not be a game delay tactic. However, the umpire can intervene if the coach does this repeatedly throughout the game, especially when it seems unnecessary.
2. **Context of the Game:** The umpire should consider the game situation. If the winning team frequently makes pitching changes or mound visits late in the game to stall for time, it's more likely to be a delay-of-game tactic.
3. **Overall Pattern:** The umpire should observe the coach's behavior throughout the game. If a consistent pattern of actions seems designed to slow down the game, a delay of game violation can be called.

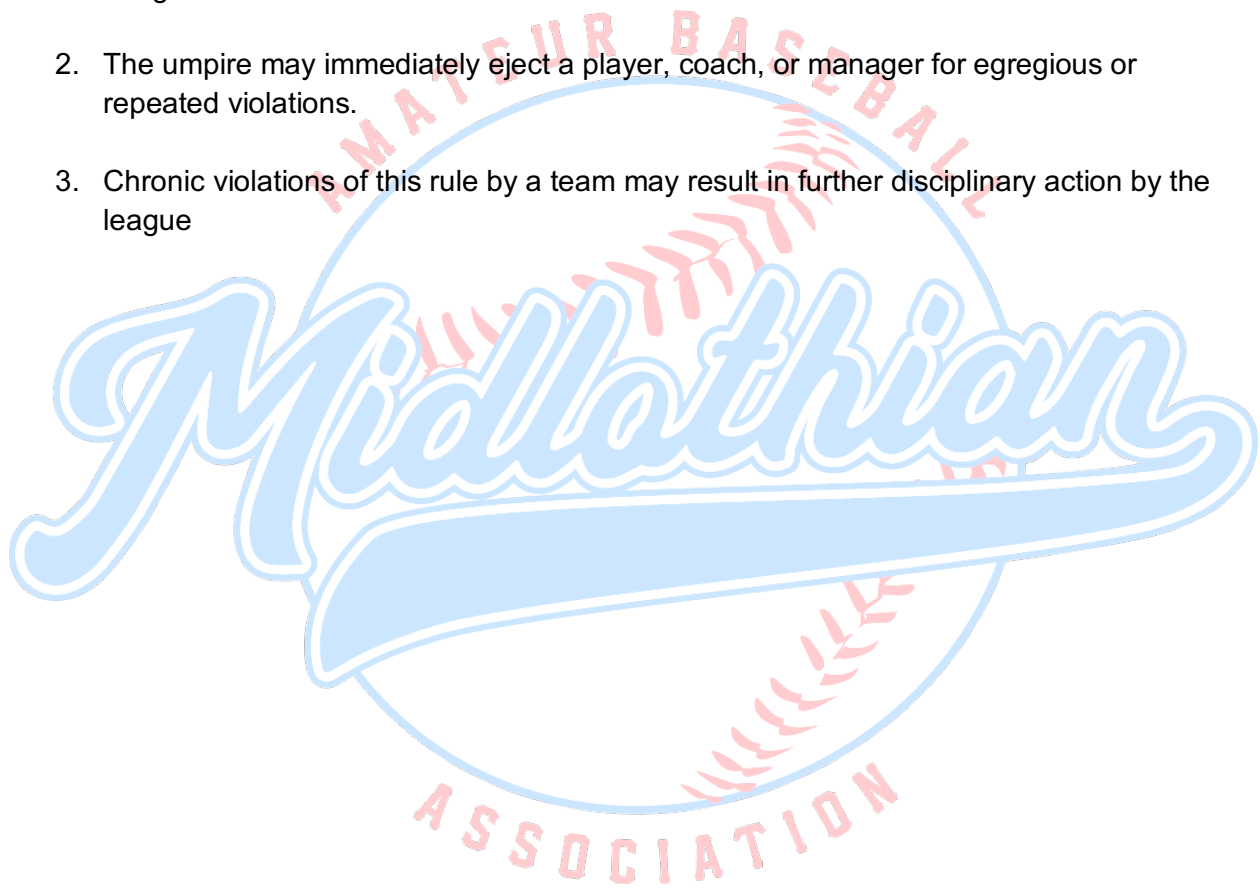
PENALTY

1. The umpire shall issue a warning for the first offense.

2. Subsequent offenses by the same player, coach, or manager during the same game will result in the following penalties (at the umpire's discretion):
 - a. Second Offense: Ejection from the game.
 - b. Third Offense: Forfeiture of the game.

ADDITIONAL CONCERNS

1. The umpire has the sole discretion to determine whether an action constitutes a delay of the game.
2. The umpire may immediately eject a player, coach, or manager for egregious or repeated violations.
3. Chronic violations of this rule by a team may result in further disciplinary action by the league



MIDLOTHIAN AMATEUR BASEBALL ASSOCIATION
Local Rules

4U/5U T-BALL DIVISION

This division plays on a smaller field, with a base distance of (55) feet and a distance from pitching plate to home plate of (25) feet.

The goal of the Tee Ball is to provide a baseball experience that is grounded in FUN, FITNESS, AND FUNDAMENTALS, the 3-F's that are meant to create a positive experience that will grow a child's love of the game.

RULES

1. 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.
2. **SHOW GOOD SPORTSMANSHIP - REMEMBER OUR CHILDREN ARE LEARNING FROM US.**
3. The time limit is set for one (1) hour or (3) full innings. The remainder of the inning will be completed when the time limit expires.
4. The complete roster will bat. The batting order will remain as submitted to the opposing manager throughout the game.
5. The whole roster will bat each ½ inning with no run limit. The ½ inning is completed when either the roster has batted through the lineup.
6. Players arriving after the start of the game must be placed at the end of the batting order.
7. Each team will bat the lineup (3) times, playing three full innings or (1) hour (whichever comes first). All players must play at least one inning of infield play per game. Coaches are **REQUIRED** to rotate players through ALL POSITIONS. Coaches are also encouraged to rotate players through the batting lineup throughout the season.
8. All players should assume a defensive position on the field as rotated by the coach. Teams are allowed one (1) pitcher, each of the standard infield positions (1st, 2nd, 3rd, SS), and a 5th infielder, for a total of six (6) infield positions (if needed to ensure rotational requirements are met).
9. There will be NO CATCHERS in 4U/5U Tee Ball.

10. If needed, the fifth infielder will be stationed behind the pitcher in front of the second base.
11. The child-pitcher must position themselves on either the right or left side of the pitching rubber and be no more than 3' from the mound.
12. Offensive players must wear batting helmets while on the playing field for the safety of all players.
13. Only safety balls are to be used.
14. On-deck batters **CANNOT** warm up in the batter's box area.
15. Each batter will be given up to (6) swings off the tee for the batter to try to put the ball into play. If the batter cannot put the ball into play, the batter will be out, but are encouraged to run to 1st base. The defense will record the out, but the runner may remain on base.
16. The baserunners will operate on "tight bases," with the runner being unable to take a lead off the base; runners can only advance one base when the ball is hit; however, on the last batter of the inning, upon batting the ball, the runner will circle all four bases before offense and defense change positions.
17. Defensive outfielders must remain at least ten (10) feet behind the infield baseline before the ball is put into play.
18. No official scorebook or scoreboard will be kept during the game. No standings will be kept.

COACH 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
1. Adult coaches are allowed at first and third base during offensive play.
2. Two (2) adult coaches are allowed in the outfield during defensive play.
3. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout.
4. Assistant coaches must position themselves inside of the dugout while the ball is in play.

5. 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 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. There are no end-of-year standings for T-Ball, and all players will receive recognition at the end of the season.

BATS

1. All bats used in the T-Ball division must be designed and approved for use with safety baseballs.
2. Any bat length, weight, diameter, or composition (e.g., aluminum, composite, wood) is permitted if the bat is manufactured specifically for use with safety balls.
3. Bats cannot have damage, cracks, dents, or any other defects that could render the bat unsafe for play.
4. Bats designed and approved for use with regulation hardballs (baseball bats) are prohibited in these divisions that use safety balls.
5. Players, coaches, and umpires must inspect all bats before use to ensure they meet safety standards for T-Ball and Modified Coach Pitch gameplay with safety balls.

AFTER THE GAME

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 comments can be directed to 4U/5U baseball division commissioner:
teeball@midlothianbaseball.org



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

7U COACH PITCH REC DIVISION

Coach Pitch is focused on advancing the skills and fundamentals of 7-year-old players. Players receive pitches from a coach instead of an opposing player. Tees are not used in the coach pitch division. As the players' skill level increases, the rules are slightly more advanced than those for Tee Ball. 7u coach pitch plays at a base distance of 60' and a pitching distance of 40'.

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 15 minutes, or six (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 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. Each team must play a catcher. Catchers **MUST** wear all safety equipment, including the hanging throat protector.
10. Each team can field a maximum of ten (10) players including (4) outfielders.
11. 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 player does not arrive within 15 minutes of the start, a forfeit will result.

12. "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.
13. Offensive players must wear batting helmets while on the playing field for the safety of all players.
14. 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. The pitching coach shall deliver the ball from a standing position, from a distance of at least 40 feet from home plate. 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.
2. 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 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 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.
3. 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.
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. It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.
5. Each batter will get a total of six (6) pitches. After three (3) swinging strikes, the batter is out. If the batter fouls the third or last strike, the batter will get another pitch until a swing and a miss, a hit, or a no-swing. There will be no called balls, and no walks will be given.

ON DECK SAFETY

1. Batters can take practice swings and warm up in the on deck area 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 baserunners will operate on "tight bases," with the runners unable to take a lead off the base. On batted balls to the outfield off a pitch, baserunners can advance at their own risk until infield control is called.
2. All baserunners may advance one (1) base on an infield overthrow to 1st at their own risk.
3. 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 (1) hand and yelling time.
2. Play will be considered "live" after it 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 the 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. 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 controls 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. 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 shall 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 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 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 six (6) 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, and (1) team manager.
2. Adult coaches are allowed at first and third base during offensive play.
3. Two (2) adult coaches are allowed in the outfield during defensive play.
4. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout.
5. Assistant coaches must position themselves inside of the dugout while the ball is in play.
6. 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.
7. Teams may designate (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for another coach. 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. Max drop 13 bats in the 7U 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

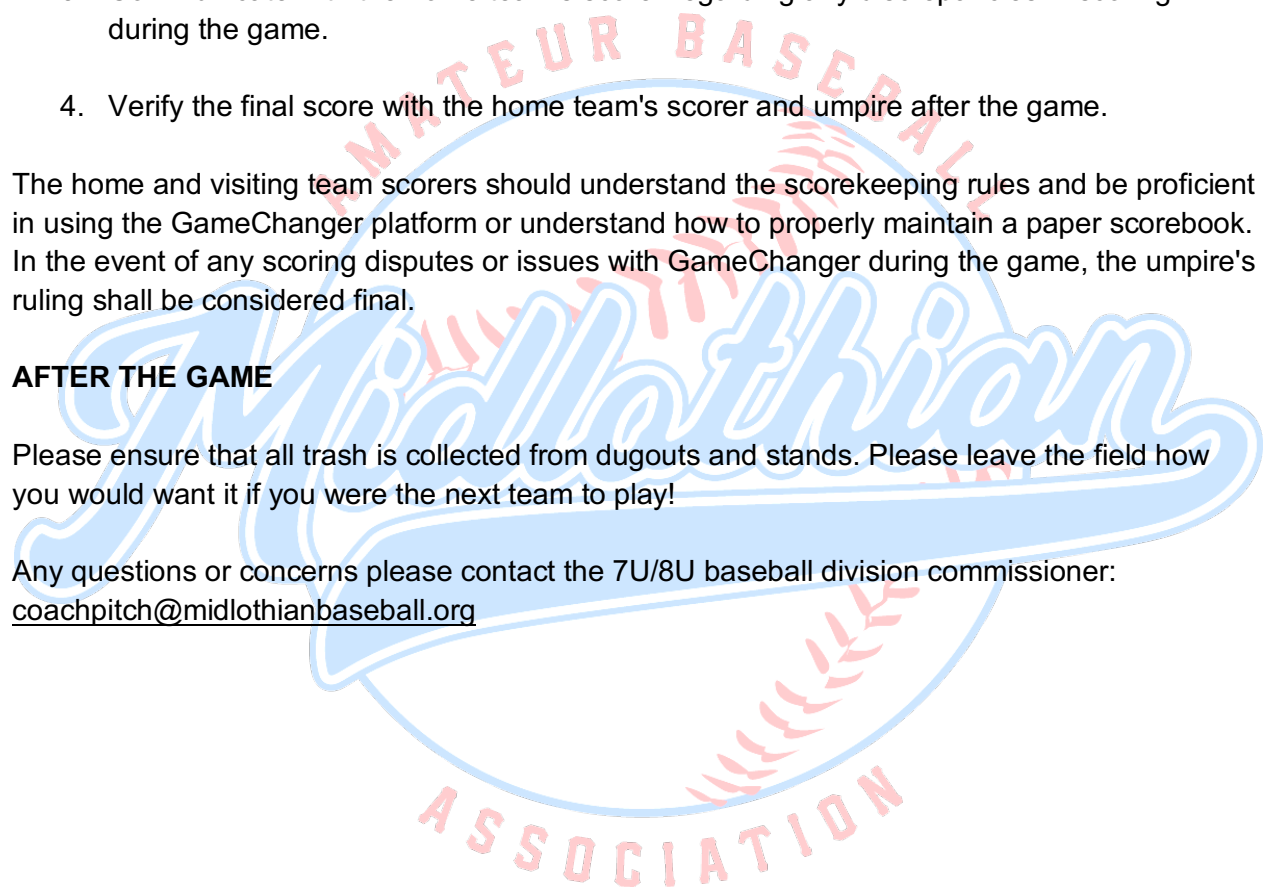
1. Operate the scoreboard and ensure it accurately reflects the score throughout the game.
2. Assist the home team's scorer in ensuring correct roster and lineup information.
3. Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
4. Verify the final score with 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 7U/8U baseball division commissioner:
coachpitch@midlothianbaseball.org



8U REC COACH PITCH DIVISION

8U Rec Coach Pitch is focused on advancing the skills and fundamentals of 8-year-old players. This division is for recreational players with less experience. Players receive pitches from a coach instead of an opposing player. As the players increased in skill level, the rules are slightly more advanced than 7U Rec Coach Pitch. 8U follows 60' base paths with the coach pitching from 40'.

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 (15) 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 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. Each team must play a catcher. Catchers **MUST** wear all safety equipment, including the hanging throat protector.
10. Each team will field a maximum of ten (10) players including (4) outfielders..
11. 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.

12. "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.
13. Offensive players must wear batting helmets while on the playing field for the safety of all players.
14. 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. The pitching coach shall deliver the ball from a standing position, from a distance of at least (40) feet from home plate. 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.
2. 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 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.
3. 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.
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. It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.
5. Each batter will get a total of six (6) pitches. After three (3) swinging strikes, the batter is out. If the batter fouls the third or last strike, the batter will get another pitch until a swing and a miss, a hit, -or a no-swing. There will be no called balls, and no walks will be given.

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.
4. The baserunners will operate on "tight bases," with the runners unable to take a lead off the base. On batted balls to the outfield off a pitch, baserunners can advance at their own risk until infield control is called.
5. 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.

LEAD RUNNER RULES

1. The purpose of the COACH PITCH 8U division is to teach baseball players how to begin to play the game properly. As such, there is no 'infield control'. 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.
3. A runner can be stopped even if the player holding the ball is in foul territory.

Here are a few examples:

- **Example 1:** The pitcher catches a relay throw in the middle of the field near the mound. He then charges the runner who has rounded 3rd base, causing that runner to stop running and retreat to 3rd base. The runner has been stopped.
- **Example 2:** The second baseman catches a relay throw from right field while standing in the outfield grass near the infield dirt. The runner has rounded 3rd base, pauses momentarily, and then runs home. The 2nd baseman throws to the catcher, but the catcher drops the ball and cannot make the tag. The runner is safe and is allowed to score because the runner was not stopped.
- **Example 3:** The hitter bats the ball to the third baseman, who knocks the ball down, but the ball rolls away from him. The runner at 2nd base advances to third base while the hitter advances to 1st base. The runner at 3rd overruns the bag and goes down the baseline. The runner at 3rd runs back to the bag and is barely safe after the third baseman tries to tag him out. After the third baseman tries to tag the runner, the runner at first leaves to run to 2nd base. The third baseman throws to 2nd base, but overthrows, and the ball travels to the right field fence. Both runners advance to home. This is allowed unless the umpire calls time after tag attempt at third base. Time should not be called if the runner rounds first without stopping during a tag attempt until he reaches second.
- **Example 4:** The shortstop fields the relay throw from the outfield and throws the ball to the pitcher. When the pitcher catches the ball, one runner is almost to 3rd base, and one runner is almost to 2nd base. The pitcher does not look at the runner at 3rd and instead chases down the runner at 2nd base. The runner at 3rd stops on the bag for a moment and then advances home. The runner at 2nd is held at 2nd. The runner who scored was allowed to score because the defense did not attempt to stop him, even though the ball was in full possession in the infield.

EQUAL PLAY RULES

1. No player can sit out defensively for more than (2) 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 shall 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 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 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 six (6) 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, and (1) team manager.
2. Adult coaches are allowed at first and third base during offensive play.
3. Two (2) adult coaches are allowed in the outfield during defensive play.
4. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout.
5. Assistant coaches must position themselves inside of the dugout while the ball is in play.
6. 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.
7. Teams may designate (1) additional Alternate Coach, who is not permitted in the dugout or on the field of play unless substituting for another coach. 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 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 8U baseball division commissioner:
coachpitch@midlothianbaseball.org

7U/8U COACH PITCH PRIME/OPEN DIVISION

7U/8U Prime/Open Coach Pitch is a competitive program focused on advancing the skills and fundamentals of players ages 7 & 8. This division is aimed towards players more advanced in coach pitch but not quite ready for player pitch. Players receive pitches from one of their coaches instead of an opposing player. The rules are slightly more advanced than 7U/8U rec division as the players increase in skill level. PRIME/OPEN DIVISIONS OFFER A HIGHER LEVEL OF COMPETITION FOR MORE EXPERIENCED PLAYERS. 7U/8U PRIME/OPEN follows 60' base paths with the coach pitching from 40'.

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 (15) 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 unless both coaches agree to not start a new inning.
5. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain as submitted to the scorekeeper throughout the game.
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 ten (10) players including (4) outfielders.
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 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.
9. Each team must play a catcher. Catchers MUST wear all safety equipment, including the hanging throat protector.

10. "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.
11. Offensive players must wear batting helmets while on the playing field for the safety of all players.
12. A maximum of five (5) runs may be scored per ½ inning.
13. Each team must play (10) defensive players including four (4) outfielders and a catcher. Three (3) outfielders are permitted only when a defensive team has only nine (9) able-bodied players.
14. 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. The pitching coach shall deliver the ball from a standing position, from a distance of at least 40 feet from home plate. 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.
2. 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 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.
3. 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.
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. It is also recommended that this defensive player wear a batting helmet with a facemask to decrease injury risk.
5. Each batter will get a total of six (6) pitches. After three (3) swinging strikes, the batter is out. If the batter fouls the third or last strike, the batter will get another pitch until a swing and a miss, a hit, -or a no-swing. There will be no called balls, and no walks will be given.

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 baserunners will operate on "tight bases," with the runners unable to take a lead off the base. No base stealing is allowed. On batted balls off of a pitch, baserunners can advance at their own risk.
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.
3. 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 COACH PITCH PRIME DIVISION (7U/8U) is to teach baseball players how to begin to play the game properly. As such, there is no 'infield control' in COACH PITCH PRIME/OPEN DIVISION (7U/8U). 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.
3. A runner can be stopped even if the player holding the ball is in foul territory.

Here are a few examples:

- **Example 1:** The pitcher catches a relay throw in the middle of the field near the mound. He then charges the runner who has rounded 3rd base, causing that runner to stop running and retreat to 3rd base. The runner has been stopped.
- **Example 2:** The second baseman catches a relay throw from right field while standing in the outfield grass near the infield dirt. The runner has rounded 3rd base, pauses momentarily, and then runs home. The 2nd baseman throws to the catcher, but the catcher drops the ball and cannot make the tag. The runner is safe and is allowed to score because the runner was not stopped.
- **Example 3:** The hitter bats the ball to the third baseman, who knocks the ball down, but the ball rolls away from him. The runner at 2nd base advances to third base while the hitter advances to 1st base. The runner at 3rd overruns the bag and goes down the baseline. The runner at 3rd runs back to the bag and is barely safe after the third baseman tries to tag him out. After the third baseman tries to tag the runner, the runner at first leaves to run to 2nd base. The third baseman throws to 2nd base, but overthrows, and the ball travels to the right field fence. Both runners advance to home. This is allowed unless the umpire calls time after tag attempt at third base. Time should not be called if the runner rounds first without stopping during a tag attempt until he reaches second.
- **Example 4:** The shortstop fields the relay throw from the outfield and throws the ball to the pitcher. When the pitcher catches the ball, one runner is almost to 3rd base, and one runner is almost to 2nd base. The pitcher does not look at the runner at 3rd and instead chases down the runner at 2nd base. The runner at 3rd stops on the bag for a moment and then advances home. The runner at 2nd is held at 2nd. The runner who scored was allowed to score because the defense did not attempt to stop him, even though the ball was in full possession in the infield.

COACHING RULES

11. Adult base coaches are allowed. Defensive coaches are not allowed on the field at any time and must remain in the dugout.

12. 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, (4) Assistant Coaches, and (1) Team Manager
13. Adult coaches are allowed at first and third base during offensive play.
14. Two (2) adult coaches are allowed in the outfield during defensive play.
15. At least one (1) adult (Assistant/Team Manager) must always remain in the dugout.
16. Assistant coaches must position themselves inside of the dugout while the ball is in play.
17. Only the team's head coach may be outside of the dugout during defensive series.
 - a. This does not include the two coaches in the outfield.
18. Only the team's head coach may approach the umpires to discuss a call or rules interpretation.
19. 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 -12 max bats in 7U/8U Prime/Open 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

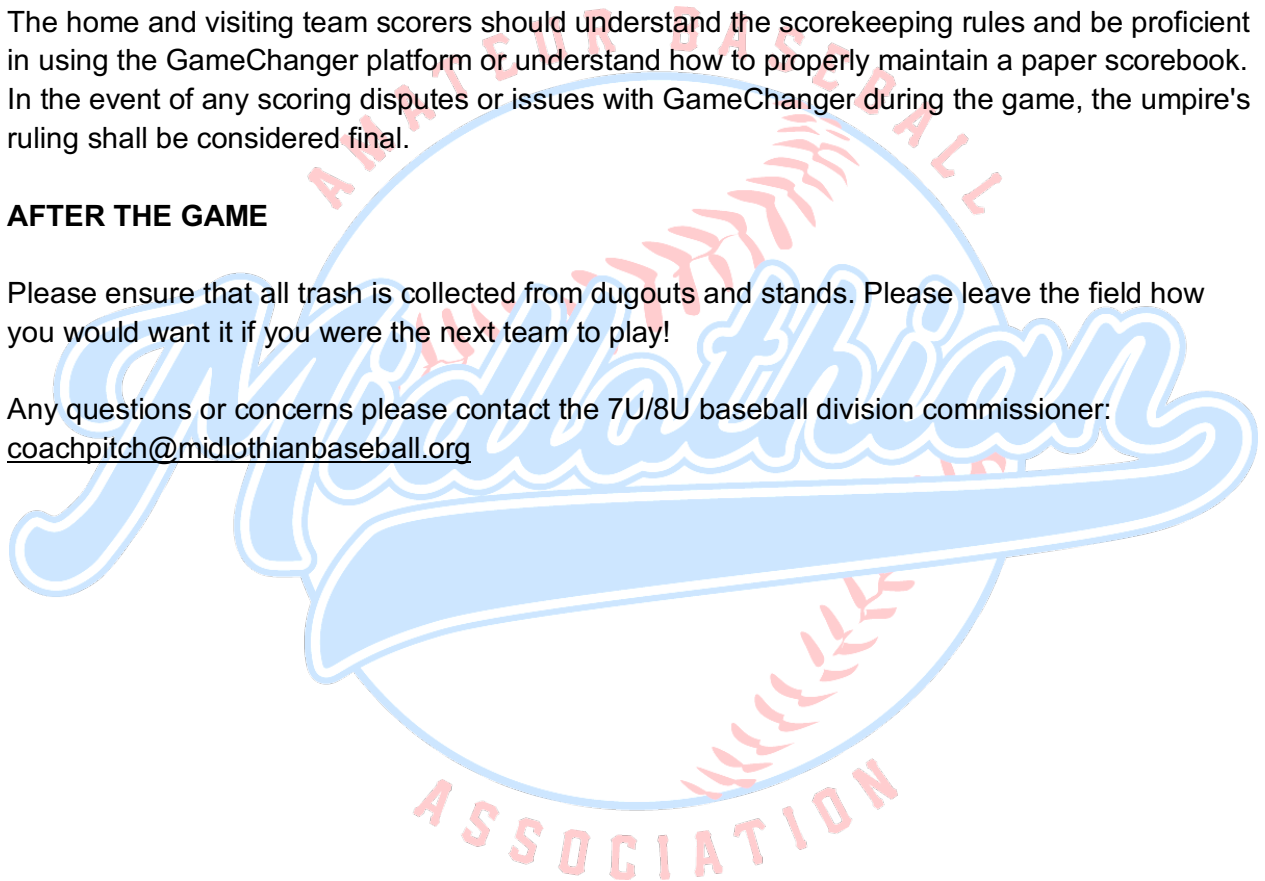
1. Operate the scoreboard and ensure it accurately reflects the score throughout the game.
2. Assist the home team's scorer in ensuring correct roster and lineup information.
3. Communicate with the home team's scorer regarding any discrepancies in scoring during the game.
4. Verify the final score with 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 7U/8U baseball division commissioner:
coachpitch@midlothianbaseball.org



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



9U/10U REC BASEBALL MINORS DIVISION

Rec divisions are designed for developing less experienced players. This division is for developing 9U/10U rec players in kid pitch. The 9U/10U Rec division will follow 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.**
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 six 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 unless both coaches agree not to begin a new inning.
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 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 field a catcher. Catchers MUST wear all safety equipment, including the hanging throat protector unless utilizing a hockey style mask.

11. 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.
12. All 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. A courtesy runner may be used for pitcher and/or catcher when there are two (2) outs. Runner is the last recorded out.
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 9U & 10U: (75 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:
 - 17.1 That batter reaches the base.
 - 17.2 That batter is put out.
 - 17.3 The third out is made to complete the half-inning.
3. Pitchers may complete a batter at each threshold above, including the maximum pitch count.
4. 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.
5. Pitchers league age 9-10 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
6. 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.
 7. Pitchers may complete a batter at each threshold above, including the maximum pitch count.
 8. 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.
 9. A player shall not pitch on three consecutive days.

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.

BASERUNNING RULES

1. THE DROPPED THIRD STRIKE RULE DOES NOT APPLY TO REC MINORS. The batter is not permitted to advance on dropped third strikes and will be OUT. However, this will be considered a live ball for all baserunners currently on base, who can advance at their own risk.
2. The baserunner will operate on "open bases," with the runners able to leave and "lead-off" the bases before the pitch is thrown.

3. Head first slides are NOT allowed sliding into a base. An out will be called for any attempted head-first slide going into a base. However, head-first slides ARE allowed going back to a base on a pick off. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.
4. 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.
5. The in-field fly rule does NOT apply to this division.

COACHING RULES

1. (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. 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 (4) adult coaches/managers in the dugout during games. The coaching staff must consist of: (1) Head Coach, (2) Assistant Coaches, and (1) Team Manager. 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 12 max in the 9U/10U Rec 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

9U/10U PRIME/OPEN BASEBALL MINORS DIVISION

Prime divisions are designed for more experienced players. This kid pitch division is for 9U/10U players interested in more competitive play. The 9U/10U PRIME division will follow a 65' base path with a pitching distance of 46'.

****This division may be divided into 9U and 10U 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 30 minutes, or six 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 unless both coaches decide not to begin another inning.
5. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain as submitted to the scorekeeper throughout the game.
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. A maximum of five (5) runs may be scored per ½ inning.
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. "Run Rule" - If at the end of 3 innings one team has the lead of (15) runs or more, or (10) runs after 4 innings, or (8) runs or more after 5 innings the game is over.
15. 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 9U & 10U: (75 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:
 - 17.1 That batter reaches the base.
 - 17.2 That batter is put out.
 - 17.3 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 9-10 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.
6. Ex. A pitcher throws 45 pitches on Monday, they may not pitch again until Thursday. 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 on three consecutive days.

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.

BASERUNNING RULES

1. THE DROPPED THIRD STRIKE RULE DOES APPLY IN PRIME/OPEN DIVISIONS.
2. The baserunner will operate on "open bases," with the runners able to leave and "lead-off" the bases before the pitch is thrown.
3. Headfirst slides are NOT allowed sliding into a base. An out will be called for any attempted head-first slide going into a base. However, head-first slides ARE allowed going back to a base on a pick off. Coaches are expected to actively teach and reinforce safe and controlled feet-first sliding techniques throughout the season.

4. 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.

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. 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 five (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 (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 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 9U/10U Prime/Open.
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 9U/10U baseball division commissioner:
majors@midlothianbaseball.org

11U/12U REC BASEBALL MAJORS DIVISION

This rec division is for developing 11U/12U players. The Majors division plays on 70' base paths with a pitching distance of 50'.

This division may be divided into 11U and 12U depending on registration numbers

11U/12U PRIME/OPEN BASEBALL MAJORS DIVISION

Prime/Open divisions are designed for more experienced players seeking a more competitive level of play.

This division may be divided into 11U and 12U 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 30 minutes, or six 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.
5. Continuous batting order (CBO) (entire roster bats) is in effect. The batting order will remain submitted to the scorekeeper throughout the game.
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 maximum of five (5) runs may be scored per ½ inning for 11U/12U Rec and a maximum of seven (7) runs may be scored per ½ inning for 11U/12U Prime/Open.
14. A courtesy runner may be used for a pitcher and/or catcher when there are two (2) outs. Runner is the last recorded out.
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 11U & 12U: (85 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 11-12 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 on three consecutive days.

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, 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.

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:

21.1 There are fewer than two outs, and first base was unoccupied at the time of the pitch

21.2 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.

COACHING RULES

1. (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 (5) adult coaches/managers in the dugout during games. The coaching staff must consist of: (1) Head Coach, (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 -10 max bats in 11U12U 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

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 ½ 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 pitchers 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

ASSOCIATION