BOYS MIDGET LEAGUE

RULES AND BYLAWS

2014

Michigan High School rules apply except when they differ from DAYBSA adopted as follows:

GENERAL:

1. The DAYBSA board of Commissioners may and will make amendments to any rules during the season or playoffs if deemed necessary.
2. If a coach or coaches cannot control themselves in a manner of “Good Sportsmanship” they may be removed or suspended from coaching for the remainder of the season (including playoffs)!!
3. **“Hand picked”** teams are not allowed in the DAYBSA League. Teams must be selected in such a manner that leads to as much parity as possible within each community.

PLAYOFFS:

1. The home team is determined by the best regular season record until the championship game.

2. The championship game home team will be determined by a coin toss. Game will be played on neutral field with neutral umpires.

1. “2” Umpires (if available) shall be provided for the championship game.
2. Tie breakers: 1st-head to head. 2nd-runs allowed. 3rd-runs allowed vs. runs scored (greater number).

AGE LIMIT:

1. Must not have finished any higher than 4th grade.

TEAM ROSTER:

1. A team roster must be submitted to the DAYBSA League Director **BEFORE** the first game of the season. OR your team will not be able to play until it is turned in.
2. Roster changes must be reported to and approved by the director.

SCORES:

1. The winning coach will post game results on the league website by Saturday of every week or the game will not be counted in the standings.

MAKE-UP GAMES:

1. The home team in conjunction with the director, will reschedule, not necessarily replay, the missed game within 24hrs . If game hasn’t been rescheduled in this time period the game will be forfeited. Once rescheduled, the game should be played, weather permitting, or it will result in a forfeit.
2. No make-up game will be rescheduled after the last regular season game, with the exception of the last game; that game must be played before the playoff game dates.
3. All make-up games must be reported to the league contact person; failure to do so could result in a forfeit.

FIELD AND GROUND RULES:

1. Home ground rules will prevail at all fields but must be discussed **BEFORE** the game.
2. Dimensions: Bases-60’ & Pitching rubber 46’
3. Runners must slide to avoid a collision or runner may be called out at umpire’s discretion.
4. Metal cleats are not allowed.
5. Seven (7) runs an inning or three outs, whichever comes first, shall be an inning.
6. **NO** infield fly rules apply.
7. Home team must supply one new ball, visiting team one "good" backup ball.
8. **NO** drop 3rd strike batter out rule.
9. If game is called due to rain, we will freeze game as it stands; inning, count at bat, outs, etc.
10. Composite Bats are NOT allowed.

SUBSTITUTIONS:

1. The entire roster of players must bat whether they are in the field or not.
2. All players on the roster must play and bat in each game practiced for; regular season, playoff, and championship games, including two innings per player. Any violation will result in forfeit for that game. Ten (10) players on the field each inning. (FREE SUBSTITUTIONS)
3. Game can start with seven (7) players.
4. If team starts with less than a full roster but has at least 7 players, NO OUTS WILL BE GIVEN WHEN EMPTY SPOTS COME AROUND IN THE BATTING ORDER. Continue batting order as normal

PITCHING:

1. NEW PITCHING RULES: SEE REVISON “A” ON LAST SHEET.
2. A pitcher can temporarily take a field position and then return as a pitcher, provided he has pitches left available to pitch.
3. There are **NO** balks
4. Opposing coaches should sign the score book.
5. Remember, a "hit by pitch" rule includes a pitch that hits ground prior to hitting batter, thus "take your base".
6. If a pitcher hits an opposing batter 3 times in 1 inning or 5 times total in a game they are no longer allowed to pitch for that game.

REGULATION GAMES: All games must start 15minutes after official start time.

1. 5:30 p.m. starting time, the game must start by p.m. 5:45 p.m. or forfeit. (see article 8 below)

6:30 p.m. starting time, the game must start by p.m. 6:45 p.m. or forfeit. (see article 8 below)

7:15 p.m. starting time, the game must start by p.m. 7:30 p.m. or forfeit. (see article 8 below)

1. Six (6) innings per game
2. If a regulation game cannot be completed, 4 innings is a completed game.
3. If a team has a 15 run lead after 5 innings, it is a completed game.
4. Regular season games CAN end in a tie.
5. No inning will start after 2 hrs. from scheduled start time. Umpires must declare "last inning" prior to the start of that inning on a time limit game.
6. No inning will start after 1 hour and 45 minutes of the game start of the first game of a double header on unlighted fields, unless there is a tie.
7. First game of a double header sets precedence to finish time limit (1 hr. 45 min) if delayed due to weather
8. Unlimited runs in the last inning, 15 run mercy rule supersedes.

## Base Running

1. A ball is in play as long as it is in the playing field.
2. All overthrows that leave the playing field entitles the runner to one base, plus one base from the time of the throw if the player is already advancing.
3. On a dropped 3rd strike, the batter is out.
4. For fenced in fields, overthrows that hit the fence, the ball is considered out of play and the runner is entitled to one base.
5. **NO** leading off, ball must pass home plate.
6. A base runner may advance, at his own risk, one base on a pass ball, with the exception of home plate. The above rules do not apply on a throw from catcher to pitcher. A base runner who rounds a base toward another base, when pitcher has possession of the ball in the vicinity of pitching mound, under umpire's discretion, may stop, but then must immediately, without stopping, return to previous base, or advance to next base. (Just means no hopping back and forth).
7. The batter may not advance to second base on a walk.
8. Stealing is permitted on a pass ball only! Pass ball must go behind the umpire. This is umpires discretion.

## STEALING HOME

1. **NO** stealing home.
2. A runner may score from third base on the continuation of a HIT ball, but NOT from a pass ball from pitcher to catcher or catcher to pitcher, and NOT from a play to any base from a pitched ball, as in throw to second from catcher.
3. **NO** bunting with a runner on third base.

UNIFORMS:

1. Uniforms should be numbered.

CONDUCT:

1. Swearing, If a PLAYER is caught swearing by the umpire they will be ejected from the game, NO WARNINGS. If a second PLAYER from the same team is caught swearing in the same game by the ump, they too will be suspend for the game and the Head Coach will also be ejected out of that game and will be suspended for the next 2 games..
2. No drinking on school property- ejection.
3. The use of tobacco is prohibited on playing fields or benches.
4. It will be the coach’s responsibility to control their fans and players, otherwise number one will apply.
5. No player, coach or spectator may take a spot behind the backstop during a game.
6. No chanting or heckling by players or spectators during play.
7. The umpire will give any player or coach heckling the opposing team one warning. If there is a repeat, the heckling team will receive one bench warning. If the problem continues, the game will result in forfeit.

UMPIRES:

1. The home team is responsible for at least the home plate umpire but has the option to supply two(2) umpires.
2. Only 1 umpire required.(home plate)
3. The visiting team may supply an (1) umpire IF the home team cannot supply the 2nd umpire only if both coaches agree to said umpire.
4. No umpire shall interfere, criticize, or try to reverse the other umpires decision unless the other umpire whose decision is in question calls him into consultation.
5. Umpires must be 15 years of age or older.

PLAYOFF ELIGIBILITIES:

All players must play in **AT LEAST** “3” scheduled games to be eligible.

WEATHER:

**If there is a thunder/lightning "warning," or witnessed from field, game will be stopped, and not resumed until 30 minutes of thunder/lightning free skies. This is under discretion of the umpire, in accordance with each teams coach.**

1. **At 4:00 p.m. of game day, using Accuweather.com or Accuweather APP on your smartphone, once the heat index hits 100 degrees Fahrenheit in the city you are playing. Game is to be cancelled!**

**REVISION “A”**

**Pitchers league age 14 and under must adhere to the following rest requirements:**

**• If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must**

**be observed.**

**• If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be**

**bserved.**

**• If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be**

**observed.**

**• If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be**

**observed.**

**• If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.**

**If pitcher pitches 50 or less pitches on Monday he CAN pitch on Wednesday.**