BOYS/GIRLS JR. MIDGET LEAGUE

RULES AND BYLAWS

2017

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. And game will be played on neutral field with neutral ump.
3. “2” Umpires (if available) shall be provided for the championship game.
4. 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 2nd 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 24 hrs. 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. 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 playoffs.
2. All make-up games must be reported to the league contact person, failure to do so could result in a forfeiture of the game.

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 machine 46’ Pitching Speed 36 mph
3. Runners must slide to avoid a collision or runner may be called out at umpire’s discretion.
4. If batted ball hits the pitching machine the ball is in play.
5. If a player throws the ball and hits the pitching machine, the ball is dead. The runner gets the base he or she is advancing to at the time the machine gets hit.
6. No steel cleats are allowed.
7. Limit of "5" pitches per batter, coaches may concede another try **BEFORE** the game if 5th pitch is fouled.
8. No infield fly rules apply.
9. Line to be placed ½ way between 3rd and home. If a runner passes the line he

 or she must continue home or will be called out for going back to 3rd.

10. **NO** drop 3rd strike batter out rule.

11. Home team must supply one new ball visiting team must supply one "good"

 back up ball.

12. If game is called due to rain, we will freeze game as it stands; inning, count at

 bat, outs, etc.

13. 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 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. A game can be started with eight (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. Coach pitches to their own team.
2. One coach is allowed on the field when his or her team is on defense, but must remain behind base lines at all times (while pitch is being made and ball is in play).
3. The defensive coach may not delay the game to adjust their player’s positions.

REGULATION GAMES:

1. 5:30 p.m. starting time, the game must start by p.m. 5:45 p.m. or forfeit. (see article 9 below)

6:00 p.m. starting time, the game must start by 6:15 p.m. or forfeit. (see article 9 below)

6:30 p.m. starting time, the game must start by p.m. 6:45 p.m. or forfeit. (see article 9 below)

7:15 p.m. starting time, the game must start by p.m. 7:30 p.m. or forfeit. (see article 9 below)

1. Five (5) innings per game.
2. Seven (7) runs or 3 outs is a complete inning.
3. If a regulation game cannot be completed, 4 innings is a completed game.
4. If a team has a 15 run lead after 4 innings it is a completed game.
5. Games CAN end in a tie.
6. No inning will start after 2 hrs. Umpires must declare "last inning" prior to the start of that inning in a time limit game.
7. No inning will start after 1 hour and 45 minutes of the game start of the first game of a double header.
8. First game of a double header sets precedence to complete time limit (1 hr. 45 min.) if delayed due to weather.
9. Unlimited runs in the last inning, 15 run mercy rule supersedes.
10. Base runners may advance until ball has been played upon. Example: Ball is hit into outfield. Base runners my advance until the outfielder picks up the ball and makes an attempt to throw the ball towards the infield. At that point, players get the base they are advancing to and must stop once they reach their base.

## STOLEN BASES

 1. No stealing.

 2. All overthrows that leave the playing field entitle the runner to one base, plus one base from the time of the throw if the player is already advancing. Only one overthrow per play, ball returns to pitcher. Only ONE base upon any overthrow, ball returns to pitcher.

 3. **NO** dropped 3rd strike, batter is out rule.

 4. For fenced in fields, overthrows that hit the fence, the ball is considered out of play and the runner is entitled one base.

 5. **NO** leading off, the ball must pass home plate.

STEALING HOME

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

UNIFORMS:

1. Uniforms should be numbered.

CONDUCT:

1. Opposing coaches should sign the scorebook.
2. 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.
3. No drinking on school property- ejection.
4. The use of tobacco is prohibited on playing fields or benches.
5. It will be the coach’s responsibility to control their fans and players, otherwise number one will apply.
6. No player, coach or spectator may take a spot behind the backstop during a

game.

1. No chanting or heckling from players or spectators during live play.
2. Swearing, If a PLAYER is caught swearing by the umpire they will be ejected from the game, NO WARNINGS. If a second PLAYER 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.

UMPIRES:

1. The home team coach is responsible for at least the home plate umpire.
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:

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

PROTEST:

 If a coach wants to protest a game, he or she must immediately notify the home plate umpire and the opposing coach and mark the exact place in his or her score book that is under protest. The umpire must sign the inning of the protest, the game is then finished under protest and after the game the protesting coach must notify his or her league director for more information in handling the protest. A fee of $25 will be charged to protest a game. The fee is to be turned into the area representative within 24 hrs. from the day and time of the game. If you win the protest the money will be refunded to you. If you do not win the protest, the money will go to the DAYBSA Treasury.

WEATHER:

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

1. At 4:00 p.m. of day game 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!