



MIDWAY LITTLE LEAGUE

2020 GROUND RULES

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SECTION A GENERAL RULES AND CONDUCT

1. Applicability
 - a. The ground rules contained herein define the guidelines for play and conduct within Midway Little League, baseball and softball divisions. These ground rules are intended to supplement the baseball and softball rule books published by Little League International, covering topics specific to Midway Little League.
 - b. The official governing rules of play are those published in the 2020 editions of the Little League Baseball and Softball Rule Books.
 - c. All topics not covered in these ground rules automatically default to the guidelines and rules specified within the 2020 editions of the Little League Baseball and Softball Rule Books.
 - d. It is the responsibility of all managers, coaches, and umpires to know and understand these ground rules, as well as the rules published in the 2020 editions of the Little League Baseball and Softball Rule Books. It should be noted that rule changes occur every year (both in the Midway Little League ground rules, and official Little League Baseball/Softball rules), and that the 2020 rules apply regardless of differences from those used in past seasons.

2. Manager/Coach Conduct
 - a. All managers and coaches are expected to adhere to the Manager/Coach Code of Conduct. Failure to comply will result in disciplinary action as stated in Rule 3 (“Board Disciplinary Action”).
 - b. Managers will be responsible for the conduct of themselves, their coaches, players, and parents of team members.
 - c. Managers and coaches, (other than first and third base coaches), must remain inside the dugout during time of play. One manager or coach may remain outside the dugout within the proximity of an arm’s length of the dugout entrance during the course of the game. Dugout gates must remain closed during play.

- d. EJECTION OF MANAGER/COACH OR PLAYER - All Levels of Baseball and Softball. In accordance with new Little League Rule 4.07, when a manager, coach or player is ejected from a game, he/she shall leave the complex immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game, and may not enter the baseball or softball complex or watch the game as a fan or spectator. VP of Baseball/Softball shall be notified if ejection occurs, and shall notify person or persons ejected to advise them of Little League Rule 4.07.
- e. A "bench restriction" may be issued by umpires if a manager/coach is being verbally abusive. This restriction is not required prior to ejection. Under a bench restriction, the offending person is to remain inside the dugout on the bench, and cannot speak to players/umpires on the field of play.

3. Board Disciplinary Action

- a. Any person in violation of the guidelines established in these ground rules, the Manager/Coach Code of Conduct, or the official Little League Rules, may be subject to disciplinary action by the Midway Little League Board of Directors, in accordance with Little League Rules. Additional penalties may be levied by the Board. Violations should be brought to the attention of an Executive Board member within 48 hours; however, at the Executive Board's discretion, serious infractions reported after the 48 hour limitation may also be reviewed. Anonymous allegations will be discarded unless they can be documented or corroborated through independent means.
- b. Action levels for violations by managers or coaches:
 - (1) Consultation by the League President, or VP or Baseball/Softball
 - (2) Suspension as manager/coach for one game
 - (3) Suspension as manager/coach for any part of remainder of season
- c. Players are expected to adhere to Little League guidelines for sportsmanship and conduct. Failure to adhere to these guidelines may result disciplinary action, at the discretion of the Board of Directors.
 - (1) 1st Offense: one game suspension
 - (2) 2nd Offense: one game suspension and player ineligible for post season play (All-Stars)
 - (3) 3rd Offense: player removed from league

- d. All levied actions to players, coaches, and managers will be made a matter of record by the league secretary. Chronic offenders of minor infractions will be dealt with more severely as the violations accumulate at the discretion of the Executive Board.
- e. Repeated violation of these ground rules, or the Manager/Coach Code of Conduct, by a manager or coach may cause that individual to not be favorably considered for future Midway Little League appointments, including (but not limited to): opportunities to manage teams in future seasons, selection as All-Star manager or coach, selection to board of directors, etc.

4. Alcohol and Tobacco Use

- a. Alcohol is not permitted on any premises associated with Little League activities. This includes, but is not limited to, practice areas, playing fields, and adjacent parking areas.
- b. Use of tobacco products is prohibited at all Midway Little League facilities. This includes tobacco use by players, managers, coaches, umpires, or fans.

SECTION B
ADMINISTRATIVE RULES & PROCEDURES

1. Manager/Player Eligibility
 - a. Team managers in each division will be nominated by the VP of Baseball/Softball, and selected/approved by majority vote of the Executive Board.
 - b. Players are eligible to participate only in divisions that include their age group. The player's league age, determined by their date and year of birth, is as defined in the Little League Baseball and Softball Rule Books. Players may not "play up" in older divisions
 - c. The divisions of Midway Little League are listed below, with their associated age groupings:
 - (1) Co-Ed Tee Ball: 4 and 5 year olds
 - (2) Coach Pitch Baseball: 6 and 7-year-olds
 - (3) Pee-Wee Minor Baseball: 8 and 9-year-olds
 - (4) Pee-Wee Major Baseball: 8 and 9-year-olds
 - (5) Minor Baseball: 10 and 11-year-olds
 - (6) Major Baseball: 11 and 12-year-olds
 - (7) Junior Baseball: 13, 14, and 15-year-olds
 - (a) 15-year-old players are NOT allowed to pitch, and are ineligible for the all-star team
 - (8) Coach Pitch Softball: 6, 7, and 8-year-olds
 - (9) Minors Softball: 8, 9 and 10-year-olds
 - (a) 8-year-olds may be drafted into the Minors division. 8 year olds not drafted into Minors will be placed in coach pitch
 - (10) Major Softball: 10, 11 and 12-year-olds
 - (11) Junior Softball: 13, 14, and 15-year-olds

- (a) 15-year-old players are NOT allowed to pitch, and are ineligible for the all-star team

2. Tryouts

- a. Tryouts for each division (both baseball and softball) will be held at a date, time, and location determined by the league Board of Directors.
- b. Tryouts will consist of a series of skill tests aimed to demonstrate the abilities of each player for the division managers. Skills tested may vary at the discretion of the League President or VP of Baseball/Softball as required, but typically would consist of throwing, running, fielding of fly balls, fielding of ground balls, and hitting.
- c. Players not participating in tryouts will not be eligible to play in major leagues for that season (Pee-Wee Major Baseball and Major Baseball and Major Softball), and will not be eligible for participation on league all-star teams (10-Year-Old Major Baseball, Major Baseball, 9 & 10-year-old Major Softball, and Major Softball divisions).
- d. A make-up tryout date will be held prior to each division draft for those unable to attend the original tryout. This will allow all players a second opportunity to become eligible for a Majors division or participation on league all-star teams. The date of the make-up tryout will be announced following the originally-scheduled tryouts.

3. Draft

- a. A player draft will be held for each division at a date, time, and location to be determined by the League President, or VP of Baseball/Softball. The draft will be held after the tryouts are completed (including make-up tryouts).
- b. The pool of players eligible to be selected in a Major Division (Pee-Wee Major Baseball, Major Baseball, and Major Softball) will consist of all registered players in that age group, with the following exceptions:
 - (1) Players who did not attend the tryout or make-up tryout
 - (2) Players whose parent/guardian has elected to designate their child to participate in a Minor division.
- c. Minor divisions will hold their drafts after completion of Major division drafts for the same age group (Pee-Wee Minor and Major Baseball; Minor and Major Baseball; Minor and Major Softball). The pool of players for the drafts in Minor

Divisions will consist of all remaining players who were not selected by a Major Division team.

- d. By Little League Rule, all 12-year-old players are required to be placed on a team in the Major division, unless a waiver is signed by their parent/guardian allowing them to play in the Minor division.
 - (1) Any 12-year-old player who does not have a signed waiver form must be drafted into the Major division.
 - (2) 12-year-old players with a signed waiver are still eligible to play on a Major division team if selected in the draft, unless their parent/guardian has designated that they participate in the Minor division.
 - (3) Based on the number of 12-year-olds registered, and the number of signed waivers submitted, the League President and/or VP of Baseball/Softball will determine the number of 11-year-old players allowed on each team, and will monitor the draft to ensure that each 12-year-old (without waiver) is placed on a Major division team.
 - (4) No more than eight 12-year-olds will be allowed on any team, in accordance with Little League Rules.
- e. Prior to the draft for each division, the League President and/or VP of Baseball/Softball will set the roster size for each team, based on the number of registered players. This will constitute the official roster size for teams in that division throughout the regular season.
- f. For divisions with multiple ages, the League President and/or VP of Baseball/Softball will set a minimum number of players from each age group to be required for each team. The goal of this action is to generally even out the age distribution throughout the league, and result in improved competitive balance.
 - (1) Team managers will be notified prior to the draft of the minimum number of players required to be drafted from each age group.
- g. Draft order will be determined by random draw. Team managers will draw numbers out of a hat indicating the order.
- h. Draft order will be reversed in even-numbered rounds (the team with the first pick in the first round will pick last in the second round, fourth round, etc; the team with the last pick in the first round will pick first in the second round, fourth round, etc).
- i. In all divisions except for Minors Softball, Majors Softball, and Juniors Softball, team managers may select one assistant coach prior to the draft. Team Managers

may not “reserve” any players for their team, other than their own children and their assistant’s children. All players who are not immediate family members of the team manager or assistant are eligible to be picked by any team.

(1) The League President or VP of Baseball/Softball may choose to make exceptions to this rule in extenuating circumstances, including, but not limited to: team manager wishing to coach an extended family member, or a team manager who is a legal guardian of a player in the division.

(a) In such instances, the players will be selected using the same draft guidelines as for manager’s children, (Section J below).

j. Team managers will be required to select their children as follows:

(1) The third-round pick will be used if the coach’s child is in the oldest age group in the division:

(a) 5 year olds in the Tee Ball Division

(b) 7-year-olds in the Coach Pitch Baseball division

(c) 8-year-olds in the Coach Pitch Softball division

(d) 9-year-olds in Pee-Wee Minor Baseball and Pee-Wee Major Baseball divisions

(e) 10-year-olds in the 8, 9 & 10-year-old Minor Softball division

(f) 11-year-olds in Minor Baseball,

(g) 12-year olds in the Major Baseball, and Major Softball divisions

(h) 14 and 15-year-olds in Junior Baseball and Junior Softball divisions

(2) The fourth-round pick will be used if the coach’s child is in the 2nd-oldest age group in the division:

(a) 4 year olds in the Tee Ball Division

(b) 6-year-olds in the Coach Pitch Baseball division

(c) 7-year-olds in the Coach Pitch Softball division

- (d) 8-year-olds in Pee-Wee Minor Baseball and Pee-Wee Major Baseball divisions
 - (e) 9-year-olds in the Minor Softball division
 - (f) 10-year-olds in Minor Baseball,
 - (g) 11 year olds in the Major Baseball, and Major Softball divisions
 - (h) 13-year-olds in Junior Baseball and Junior Softball divisions
- (3) The fifth-round pick will be used if the coach's child is in the 3rd-oldest age group in the division
- (a) 6-year-olds in the Coach Pitch Softball division
 - (b) 8-year-olds in the Minor Softball division
 - (c) 10 year olds in the Major Softball division
- (4) During rounds in which some teams are required to pick manager's and assistant's children, those teams will be skipped. All other teams will still make picks in that round as scheduled per the draft order. Reversal of draft order for even-numbered rounds will still take effect.
- (5) Team managers with multiple children in the same age group will use the following round to pick the second child (Example: if a manager has two 11-year-old children, they will use the 4th and 5th round picks)
- (6) In all divisions, managers without children in the division will be able to draft players in the rounds during which managers with children in the division are required to select their child, and the draft order continues unaltered.
- k. Team managers with designated assistant coaches must draft their assistant's child in the first round, regardless of age. Designated assistants may attend the draft. Assistants must be submitted to the commissioner of the league for background check and approval prior to the draft.

- l. If a drafted player has a sibling in the same division, both players will be required to be selected by the same team. When one of these players is drafted, the manager of the selecting team must use their pick in the following round to select the sibling.
 - m. All players who do not attend either the tryout or make-up tryout will be assigned to a team by random selection at the end of the draft. Such players will have their names placed in a hat, and teams will select them according to the draft order, starting with the team with the next pick.
 - (1) Since these players are ineligible for play in Major divisions, this rule does not apply to the Pee-Wee Major Baseball, Major Baseball, or Major Softball divisions.
 - n. Team uniforms will be selected immediately following the draft. Selections will be made in reverse order from the draft (highest draft number selects their team first, lowest draft number selects their team last).
4. Team Rosters
- a. Team roster size will be set for each age division by the League President, or the VP of Baseball/Softball, based on the number of registered players and number of teams.
 - b. For Major divisions and Minor Softball, the League President, or the VP of Baseball/Softball, will specify the minimum number of players from each age group required to be drafted on each roster. This determination will be made prior to the draft for each affected division.
 - c. Managers will be responsible for contacting parents of each player on their roster ***within two days following the draft.***
 - d. Team managers must contact the Player Agent within 24 hours when unable to maintain the approved roster size (as determined prior to the draft).
 - e. If a player misses two consecutive games without prior notice, the manager must notify the Player Agent within 24 hours after the second absence. The Player Agent will contact the player's family to ascertain the player's status.
5. Uniforms
- a. Team jerseys, and caps will be issued to each player by the League. Players will be responsible for supplying their own pants.

- b. No player names will be permitted on issued uniform shirts throughout the regular season. Player names on uniforms for post-season play (All-Stars and/or City Tournaments) will be permitted.
 - c. The uniform shirt will be kept inside the pants at all times while the uniform is being worn.
 - d. Uniforms issued by the league will be worn for all games and photos. No modifications to league uniforms are permitted.
6. Game Scheduling and Rescheduling, Postponement, and Suspension
- a. Managers are not permitted to postpone, cancel, or reschedule games if a minimum number of players will be present that will constitute a legal lineup (as defined in Rule 6.b.(4) of Section B).
 - (1) Prior to the start of the season, a preliminary schedule will be distributed to all league managers for review. Managers will have seven days (unless noted otherwise) from the date of distribution to review and request a reschedule of a regular season game(s). All requests for rescheduling must be reviewed and approved by the League President, Executive Vice President, or Vice President of Baseball/Softball. After the seven-day period, the revised schedule will be considered “official”.
 - (a) Manager or coach absence is not justification for rescheduling games.
 - b. After schedules are considered “official”, if a team is unable to field a minimum number of players to constitute a legal lineup, the following procedures shall take place:
 - (1) If the team manager is aware of the player shortage prior to the day of the game, then a reschedule will be attempted. The manager with the shortage will notify the opposing manager, and the League President or VP of Baseball/Softball in order to request the rescheduling.
 - (a) Both managers must agree to the date of the rescheduled game.
 - (b) All parties to the rescheduling will attempt to find dates that avoid putting unnecessary hardship on the opposing team (for example, games on consecutive nights, etc).

- (2) If rescheduling can't be worked out to the mutual satisfaction of both managers, or if the shortage is not known until the day of the game, then substitute players may be used.
- (a) Substitute players must be registered and active players in Midway Little League, in the same division as the team with the shortage.
 - (b) Both managers must agree on the use of substitute players, and must agree on the player to be selected. Opposing managers are not required to accept a substitute player they feel gives the other team an unfair advantage. However, managers are asked to remain flexible and open to reasonable use of substitute players in order to avoid the need for forfeit.
 - (c) If it is determined that substitute players will be used in a game, the League President, VP or Baseball/Softball, or the DOD must be notified. Both managers shall indicate their consent to this agreement, and the substitute player shall be identified.
 - (d) If a game is played with substitute players approved by mutual consent of both managers, no forfeit will be declared, and the game will be played in accordance with normal Little League Rules.
 - (e) In accordance with Little League Rules, substitute players are not allowed to play the position of pitcher.
 - (f) If substitute players are not available at the time of the scheduled game, an alternative option is to allow one player from the opposing team to play outfield when the team with the shortage is on defense. The player to be used in the outfield shall be the last batter to make an out for the opposing team from the previous half-inning. If this option is used, the team with the shortage will be required to take an out in the vacated spot at the end of the lineup, each time through the batting order. Both managers must agree to this option for it to be used.
- (3) If neither of the provisions laid out in rules (1) and (2) above can be arranged (rescheduling or the use of substitute players), then the team with the shortage will forfeit and the opposing team will be declared the winner. If both teams are short players, then a double-forfeit will be declared.
- (a) Under these circumstances, the teams have the option (and are encouraged) to still play the game, in order to give all players their scheduled playing experience. Little League Rules will still apply (including pitch count rules in applicable baseball divisions).

- (4) In accordance with Little League Rules, the minimum number of players to constitute a legal lineup is 9 players (applicable to ALL divisions of baseball and softball).
 - (a) Games may not be rescheduled due to absent players if 9 players are available, regardless of division or roster size.
 - (b) Substitute players may only be used to take the roster up to 9 players. No additional substitute players may be used.
- (5) In keeping with the intended spirit and mission of Little League Baseball and Softball, managers are strongly encouraged to be flexible and utilize the provisions in rules (1) and (2) above to avoid forfeiture of games. While opposing managers should not feel pressured to accept rescheduling or substitute players that place them at a significant competitive disadvantage, they should make a reasonable effort to avoid forfeit, and accept reasonable substitute player assignments when necessary.
- c. The League Executive Vice President will be responsible for rescheduling of all suspended tie games, postponed games, or rain-outs. Managers of the affected teams will be notified regarding the dates for rescheduled games within 24 hours of suspension or postponement. Makeup games will be rescheduled for the earliest possible date.
- d. The Director on Duty will make decisions with advisement from an executive board member, if present, regarding suspension of play and cancellation of games due to weather conditions or lighting problems. If weather conditions warrant, play will cease simultaneously on all fields at that complex (Broughton or Granger Complexes).
- e. The umpire-in-chief of the game has the responsibility to make decisions on game suspension if playing conditions on that field are unsafe.
- f. Games not played due to reason not defined in this section may be considered grounds for automatic forfeit.

7. All-Stars

- a. Midway Little League will select the following All-Star teams for post-season tournament play:
 - (1) Baseball, 10-year-olds: roster will be made up of players from the 10-year-old Major Baseball division. This team will compete in the Little League

9-10 Year-Old Baseball Tournament, with the opportunity to advance through the District, Sectional, and State Championship levels.

- (2) Baseball, 11-year-olds: roster will be made up of 11-year-old players from the Major Baseball division. This team will compete in the Little League 10-11 Year-Old Baseball Tournament, with the opportunity to advance through the District, Sectional, and State Championship levels.
- (3) Baseball, 12-year-olds: roster will be made up of players from the Major Baseball division. Both 11-year-old and 12-year-old players from the Major Baseball division will be eligible for this team. This team will compete in the Little League Baseball International Tournament, with the opportunity to advance through the District, Sectional, State, Regional, and World Series Championship levels.
 - (a) Players are not permitted (by Little League Rule) to play on multiple all-star teams. Players selected for both the 11-year-old and 12-year-old teams must declare one team they will play with, prior to the public announcement of the all-star roster.
- (4) Baseball, Juniors: roster will be made up of players from the Junior Baseball division. Both 13-year-old and 14-year-old players from the division will be eligible for this team (15-year-old players are ineligible to play on the all-star team). This team will complete in the Junior League Baseball International Tournament, with the opportunity to advance through the District, Sectional, State, Regional, and World Series Championship levels.
- (5) Softball, 8, 9 & 10-year-olds: roster will be made up of 8, 9 and 10-year-old players from the 8, 9 & 10-year-old Minor Softball division. This team will compete in the Little League 8-10 Year-Old Softball Tournament, with the opportunity to advance through the District, Sectional, and State Championship levels.
- (6) Softball, 11 & 12-year-olds: roster will be made up of players from the Major Softball division. Both 11-year-old and 12-year-old players from the Major Softball division will be eligible for this team. This team will compete in the Little League Softball International Tournament, with the opportunity to advance through the District, Sectional, State, Regional, and World Series Championship levels.
- (7) Softball, Juniors: roster will be made up of players from the Junior Softball division. Both 13-year-old and 14-year-old players from the division will be eligible for this team (15-year-old players are ineligible to play on the all-star team). This team will complete in the Junior League Softball International Tournament, with the opportunity to advance

through the District, Sectional, State, Regional, and World Series Championship levels.

- b. In accordance with Little League Baseball and Softball rules for tournament play, the minimum roster size is 12 players per team. All-star managers will have the option to set the team roster size up to 14 players, at their discretion, prior to publication of all-star rosters.
 - (1) All-star managers will have the opportunity to consider the results of the player/manager/coach vote (seeing which players have automatically been selected to the team by the vote), prior to setting the roster size. The roster size will be set at the time that the all-star manager selects the final players for the team.
 - (2) Little League Rules define the following minimum player participation requirements for teams with a 12-player roster: in each game, all players must play at least 6 consecutive defensive outs, and have at least one turn at-bat.
 - (3) Little League Rules define the following minimum player participation requirements for teams with a 13 or 14-player roster: in each game, all players must have at least one turn at-bat (there is no requirement for defensive participation in each game for teams with 13 or 14 players).
- c. In accordance with Little League Baseball and Softball rules for tournament play, players who have participated in less than 60% of their team's regular-season games will not be eligible for selection to an all-star roster.
 - (1) Little League rules state that the local league board of directors may declare a player eligible for selection, who does not meet the 60% requirement, if they provide a physician's note documenting an injury or illness prior to or during the current season, prohibiting his/her participation. This note must release the player for the balance of the regular season and/or tournament play. Majority vote of the board of directors is required for this exception to be granted. The board of directors is not required to grant this exception, and will consider eligibility of all such players on a case by case basis.
- d. Any player missing two (or more) regularly scheduled league games during the season to participate in a select, travel, or showcase tournament will not be eligible to participate on any Midway Little League All-Star team.
- e. All-Star rosters will be posted on the Midway Little League website on the officially sanctioned announcement date. Little League rules define the announcement date as either June 15, or two weeks prior to the start of the

tournament, whichever comes first. The League President will designate the announcement date in consultation with the District Administrator.

- (1) All-Star rosters shall not be announced (including individual players on All-Star rosters) prior to the officially sanctioned announcement date.
 - (2) All-Star teams shall not start practicing prior to the officially sanctioned announcement date.
- f. All-Star voting will be conducted as follows:
- (1) The League President and/or VP of Baseball/Softball will set a voting date for each team in All-Star divisions (10-year-old Major Baseball, Major Baseball, Junior Baseball, 8, 9 & 10-year-old Minor Softball, Major Softball, and Junior Softball). Voting will typically take place at the fields before or after regularly-scheduled games.
 - (a) The team managers will be notified of the voting date in advance, to ensure all parties have an opportunity to vote.
 - (2) The voting will be administered and supervised by the Baseball/Softball Player Agent, or a designated substitute from the Executive Board (substitute must be approved by the League President).
 - (3) The following individuals will be eligible to cast votes for All-Star teams
 - (a) All players in the division
 - (b) All team managers in the division
 - (c) One assistant coach from each team. This assistant coach must be designated by the team manager prior to the start of the regular season game schedule. Assistant coaches not so designated will not be eligible to vote.
 - (d) In the event that the team manager or the designated assistant coach are unable to attend the scheduled vote, they shall contact the VP of Baseball/Softball to make alternate arrangements to submit their vote.
 - (4) Each player, manager, and designated assistant coach will be provided with a ballot containing the names of all eligible players, and all team managers in the division.
 - (a) All voters will select 12 players from the list as their nomination for the All-Star roster.

- (b) All voters will select one manager from the list as their nomination for All-Star Manager.
- (c) Voters in Major Baseball division will be provided with multiple ballots to cover all eligible age-groups in the division. Voters will complete each ballot separately (12 players per ballot, one manager per ballot).
- (d) Upon completion of the vote, the ballots will be turned in to the voting administrator, who will place them in a sealed envelope.
- (5) Counting of the ballots will be conducted by the Baseball/Softball Player Agent, with the assistance of the League President.
- (6) The All-Star scoring system will be as follows:
 - (a) Each vote submitted by a player will count as one point.
 - (b) Each vote submitted by a team manager or designated assistant coach will count as six points.
- g. Selection of players to the All-Star roster will be conducted as follows:
 - (1) The players receiving the nine highest point totals from the combined player/manager/coach vote will automatically be placed on the All-Star roster.
 - (2) If two players are tied for the 9th-highest point total from the combined player/manager/coach vote, then both players will automatically be placed on the All-Star roster as the 9th and 10th players.
 - (3) If more than two players are tied for the 9th-highest point total from the combined player/manager/coach vote, then the All-Star Manager will select two of the tied players to be placed on the roster as the 9th and 10th players.
 - (4) The All-Star Manager will select players for the remaining spots on the roster (up to the roster size selected by the All-Star Manager). Prior to making this selection, the Baseball/Softball Player Agent will supply the All-Star Manager with a list of players with the 25 highest point totals from the vote. Any eligible player in the division may be selected, as long as they received enough votes to place within the 25 highest point totals in the division.

- h. The All-Star Manager will be selected by majority vote of the Executive Board. The following criteria will be strongly considered as the basis for this decision:
- (1) Point total from votes cast by the players
 - (2) Point total from votes cast by the managers and designated assistant coaches
 - (3) Division standings from regular season play
 - (4) Past managerial and coaching experience, and past performance of teams managed/coached by the candidates
 - (5) Recommendation of the VP of Baseball or Softball
 - (a) If VP of Baseball/Softball is a candidate for a managerial position, the recommendation in their division will be made by the League President.
 - (6) Adherence to the Midway Little League Coaches' Code of Conduct throughout the regular season is a requirement in order to be considered for an All-Star managerial appointment. Additionally, the character of each managerial candidate shall be considered to ensure that Midway Little League is represented in tournament play in a manner consistent with Little League values.
 - (7) The criteria above are listed in no particular order. The weighting of these criteria in consideration of each candidate is up to the discretion of the Executive Board.

SECTION C
PRACTICES & GAMES
(Applicable to all divisions of Baseball and Softball)

1. Practices
 - a. No practice of any type will be allowed on the official playing fields without prior authorization by the League President, or VP of Baseball/Softball.
 - b. The fences at the Broughton and Granger complexes will not be used for warm-up purposes. Specifically, pitchers may not pitch into the fences during warmup, batters may not hit balls into the fences and players may not throw balls into the fences.
 - c. Team practice is limited to a total of 6 hours Monday through Friday (combined), and 4 hours on Saturday and Sunday (combined), unless otherwise noted in Section D of these ground rules. Games, (including scrimmages in addition to regular season games), are included in the practice limits. Each game shall be considered as 2 hours of practice time for the purposes of this rule. Team managers are requested to use discretion when setting their practice schedules, in order to avoid overworking their players.
 - d. Opposing teams in any scrimmage game can only be those participating in Midway Little League in the same division.

2. Games
 - a. Coaches
 - (1) A manager and two coaches will be allowed in the dugout during games. Except for Coach Pitch Baseball and Softball, all coaches must remain fully inside the dugout during the game unless positioned to coach first or third base.
 - (a) Exception: for the Coach Pitch Baseball and Softball divisions, a manager and three coaches will be allowed in the dugout and/or field of play, and will be stationed in the field in accordance with the division ground rules.
 - (2) A manager and coach may occupy both coach's box positions on the field when their team is at bat, as long as one approved coach remains in the dugout.

- (3) In the Coach Pitch Baseball and Softball divisions, a coach from the defensive team will position themselves behind the catcher against the backstop to retrieve passed balls from the catcher.
- (4) In baseball divisions (other than Coach Pitch), managers shall be responsible for monitoring all pitch count rules, and for record-keeping in the official scorebook, per Little League Baseball Rule Book, Section VI.

b. Umpires

- (1) Only certified umpires or individuals approved by the Director of Umpires will be allowed to umpire both the home plate and bases.
 - (a) Exceptions will be permitted by the Director on Duty or the VP of Baseball/Softball to appoint emergency substitutes when necessary.
- (2) Managers have no rights of rejection of umpires.
- (3) Only the manager can call time to confer with an umpire during the game. Managers and coaches must remain inside the dugout until “time out” is granted by the umpire.
- (4) In baseball divisions (other than Coach Pitch), verification of the pitch count will be made by the home-plate umpire, consulting with the official scorekeeper, in the middle of each inning, and upon each change in pitcher. However, the manager will remain the responsible party for ensuring the pitch count is accurate.
- (5) Umpires may consult as needed with the official scorekeeper, (supplied by the home team), in order to resolve disputes or confirm rulings on the field, (such as pitch count, score, number of outs, batter’s count, batting order, etc).
- (6) The number of umpires assigned for games in each division is summarized below:
 - (a) For the Coach Pitch Baseball, Pee-Wee Minor Baseball, and Coach Pitch Softball divisions, one umpire will be assigned for each game.
 - (b) For the Pee-Wee Major Baseball, 10/11 Minor Baseball, 11/12 Major Baseball, Junior Baseball, 8, 9 & 10-year-old Major Softball, and Major Softball divisions, two umpires will be assigned for each game. One umpire will be positioned behind the plate, while the other will be stationed at the bases.

c. Scorekeeper / Scoreboard Operator

- (1) The home team will supply the official scorekeeper for each game. If no scorekeeper is provided by game time, the Director-On-Duty may assign scorekeeping duties, (in the scorer's box), to a parent, coach, or manager. It is the home team manager's responsibility to ensure the official scorebook is kept accurately in accordance with these ground rules.
- (2) The visiting team will supply an operator for the electronic scoreboard. Note that the official pitch count (for applicable divisions) and score are those kept by the official scorekeeper supplied by the home team, regardless of what is on the scoreboard. The scoreboard operator and official scorekeeper shall work together to ensure the scoreboard is correct and matches the official scorebook.
- (3) If the information on the scoreboard does not match those in the official scorebook, it remains the responsibility of each team's manager to keep track of the number of outs, count on the batter, and the total pitch count. The managers may ask the official scorekeeper for clarification or confirmation between pitches if needed.
- (4) The scorebook will be signed by both managers immediately following the game. Once signed, the final score and all pitch count records will be considered official.
- (5) In baseball divisions (other than Coach Pitch), the pitch count for each pitcher will be maintained by the official scorekeeper and recorded in the official scorebook, according to Little League Baseball Rule Book, Section VI. Each pitcher shall be listed by name, with their final pitch count clearly designated, prior to signature by the managers.
- (6) In the Major Baseball, Major Softball, and Junior Baseball divisions, all player substitutions must be indicated in the official scorebook, including the point in the game when the substitutions were made. Player substitutions must be recorded in a such a manner that it can be easily verified whether each team has met minimum playing time requirements for all players.
- (7) The final score and winning team must be clearly indicated in the scorebook.

d. Pre- and Post-Game Duties

- (1) At the conclusion of each game, representatives from BOTH teams shall rake and drag the field, as instructed by the VP of Facilities.
- (2) Both teams are responsible for cleaning their dugout, emptying the dugout trash, and cleaning their spectators' area following each game.
- (3) Fields are prepared for play early in the day. If prior to game time the field needs additional work due to bad weather, teams playing are responsible for getting the fields ready. Any other extraordinary measures that may need to be done will require approval from the VP of Facilities for that complex. Specifically, no digging, burning or hauling in of extra dirt will be permitted.
- (4) The managers for both teams are responsible for ensuring the field is ready for play, prior to start of the game.

e. Player Participation and Defensive Substitution

- (1) It is the intent of Midway Little League that each player participates in every game and plays as much as possible.
- (2) In the Major Baseball, Junior Baseball, and Major Softball divisions, there will be no continuous batting order, and no free defensive substitution. Little League rules for participation and substitution will apply, as published in the Little League Baseball/Softball rule books. Every player will play a minimum of six (6) consecutive defensive outs, and bat at least once during that time.
 - (a) All players must have entered the game by the top of the fourth inning, in accordance with the Little League Baseball/Softball rule books. Starters may re-enter the game at any time, provided the player they are replacing has met their minimum participation requirements.
- (3) In all other divisions (Coach Pitch Baseball, Pee-Wee Minor Baseball, Pee-Wee Major Baseball, 10-year-old Major Baseball, Minor Baseball, Coach Pitch Softball, and 9 & 10-year-old Major Softball), the continuous batting order has been adopted, and all batters on the roster will be included in the batting lineup throughout the game.
 - (a) In these divisions, there will be free defensive substitution (players may re-enter the defensive lineup at any time after being removed from play)

- (b) For games lasting four (4) or five (5) innings, each player shall play a minimum of six (6) defensive outs. These six defensive outs need not be consecutive.
 - (c) For games lasting six (6) innings, each player shall play a minimum of nine (9) defensive outs. These nine defensive outs need not be consecutive.
 - (d) All players must have played six (6) defensive outs by the end of the fourth inning.
 - (e) Three (3) of the outs played by each player must be consecutive (in other words, you cannot satisfy the rule by playing the player one out each inning for six innings).
 - (f) Once a pitcher has been removed from the mound and replaced with a substitute, he/she is not eligible to re-enter the game as a pitcher. (Exception: Coach Pitch Baseball and Softball Divisions)
- (4) If a game is shortened due to time, home team leading in the last inning, or 10 run rule, innings not played will not count toward outs played. That is, the manager must allow for shortened games when planning substitutions. Exceptions will be made for official games shortened due to weather conditions.

f. Time Limits

- (1) The scheduled start time for the first game of the day will be strictly enforced. Teams scheduled for the first game must arrive at the complex with enough time to ensure the field is ready for play, and to conduct player warm-ups prior to scheduled game start time.
- (2) For the first game of the day, the scheduled start time will be considered the official game time regardless of whether the teams are ready to play. In those circumstances, the time limit will start at the scheduled start time. If umpires are late, the time limit will begin when the umpires start the game. Other exceptions will be made only by the Director on Duty under extraordinary circumstances.
- (3) The second game will start 15 minutes after the end of the first game. The 15-minute time limit will be used for field duty as outlined in these ground rules, and for infield warm-up if time permits.
- (4) Teams will not be required to start games prior to the scheduled start time.

- (5) Infield warm-up is not essential to the start of the game. For games other than the first game of the day, managers should ensure sufficient off-field warm-up is accomplished during the previous game. Warm-up time will be allowed only if the time limit added to the start time does not extend beyond curfew.
- (6) No inning will start after time has expired. An inning that is in progress when the time limit expires will be completed, with the following exceptions:
 - (a) If the home team has the lead at the end of the top half of the inning during which time expired, the game will be considered final and play will stop.
 - (b) If the home team takes the lead in the bottom half of the inning during which time expired, the game will be considered final, and play will stop.
- (7) Tie games will be played beyond the time limit until the tie is broken, provided there is no following game, and curfew time has not expired. Extra innings are allowed in this scenario. Games that are still tied after the curfew has expired will count as a tie in the divisional standings.
- (8) The ten-run rule will apply only after four innings of a scheduled six-inning game and after five innings of a scheduled seven-inning game.
- (9) Time limits for each division are listed in the following table:

Division	Time Limit	Curfew
Coach Pitch Baseball	1 hour	8:00 pm
Pee-Wee Minor Baseball	1 hour, 30 minutes	10:00 pm
Pee-Wee Major Baseball	1 hour, 45 minutes	10:00 pm
10, 11 year-old Minor Baseball	2 hours	10:00 pm
11, 12 year old Major Baseball	2 hours	10:00 pm
Junior Baseball	2 hours	10:30 pm
Coach Pitch Softball	1 hour	8:00 pm
8, 9 & 10-year-old Minor Softball	1 hour, 45 minutes	10:00 pm
Major Softball	2 hours	10:00 pm

Division	Time Limit	Curfew
Junior Softball	2 hours	10:30 pm

- (10) In the Coach Pitch Baseball, Pee-Wee Minor Baseball, Pee-Wee Major Baseball, 10/11 Minor Baseball, Coach Pitch Softball, and 8, 9 & 10-year-old Minor Softball divisions, games played to their time limit will be considered official regardless of the number of innings played.
- (11) For playoff games, there will be no time limit in effect, as long as the curfew time has not been reached. Curfew will be enforced, and the 10-run-rule applies (after the fourth inning for a scheduled six-inning game, or after the fifth inning for a scheduled seven-inning game).

3. League Standings and Determination of Season Champions

- a. Season Champions for each division shall be awarded based on the point system defined below. Division standings will be based on the entire season, with the team with the highest point total being declared Division Champion. There will be no first-half or second-half winners declared.
- b. Division standings will be based on the following point system:
 - (1) Three (3) points will be awarded for each win.
 - (2) One (1) point will be awarded for each tie.
 - (3) Zero (0) points will be awarded for each loss.
- c. In the event that two or more teams are tied at the top of the standings at the end of the season, the following tie-breaker system will be implemented to determine the Division Champion:
 - (1) First tie-breaker will be head-to-head record.
 - (a) If there are more than two teams tied in the standings, the head-to-head record will be the record of each team against all other tied teams. If this step eliminates one of the teams, then the head-to-head record will be re-applied for the remaining teams, prior to moving to the second tie-breaker.
 - (2) Second tie-breaker will be total number of runs allowed for the entire season.

(3) Third tie-breaker will be total number of runs scored for the entire season.

4. Post-Season Play (City Tournaments)

- a. Teams from Midway Little League may have the opportunity to earn a chance to participate in the District 9 Little League City Tournaments, as approved by the Midway Little League Board of Directors.
- b. Tournament administration will be the responsibility of the selected host site, under the guidance of the Little League District 9 Director. Ground rules for tournament play will be set and published by the District Director and Tournament Administrator. It should be noted that the tournament ground rules may vary from those used by Midway Little League.
- c. Rosters for teams participating in City Tournaments must be the one drafted prior to the season, and utilized during regular season games. No players may be added to a team for tournament play.
- d. Teams are allowed to purchase new uniforms (jerseys, caps, etc) for the City Tournament. Cost for these uniforms must be covered by the team parents. Use of new uniforms is optional - it is acceptable to use the league-provided uniforms used during regular-season games.
- e. Practices for teams participating in post-season tournament play is not subject to the time restrictions in these ground rules. However, coaches are encouraged to use discretion when setting practice schedules to avoid over-working the players.

SECTION D
SPECIFIC DIVISIONAL GROUND RULES
BASEBALL & SOFTBALL

1. Coach-Pitch Baseball (6 & 7-year-olds)

a. General

- (1) Each game will have a one hour time limit. Innings started before time expires will be completed regardless of which team is winning (both teams will get the same number of turns at bat). No additional innings will begin after the time limit has expired (including tie games).
- (2) Run Rule. The run rule will be ten runs after four innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.
- (3) Each half-inning will consist of three outs or five runs, whichever comes first. After the 5th run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the 5th run of the inning will not be counted (no continuation play is allowed).
- (4) Bases will be set at a distance of 60 feet.
- (5) Practice shall be limited to no more than four hours per week, including weekends. A game is considered equivalent to one hour and 15 minutes of practice, for the purposes of this rule.
- (6) There must be at least one league-approved manager or coach in the dugout at all times. This division utilizes a number of coaches on the field of play to help direct and position players (see offense and defense sections below), as well as to serve as the coach-pitcher. Team managers must ensure there are enough league-approved adult coaches in attendance at the game to allow for one dugout coach while filling all on-field coaching positions.
 - (a) To help facilitate this rule, three assistant coaches (plus the team manager) will be allowed in the dugout and on the field, in this division only.

b. Offense

- (1) A continuous batting order will be utilized in accordance with Little League Rules. All batters on the team will bat each time through the lineup.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (2) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late arriving player.
- (3) Each batter will receive a maximum of 6 pitches from a coach. There will be no walks. Players may strike out.
 - (a) If the sixth pitch is fouled off, the batter will get additional pitches until they put the ball in play in fair territory, take a pitch, or swing and miss.
- (4) Base-stealing is not allowed. Runners may not advance on passed balls or wild pitches.
- (5) Bunting is not allowed.
- (6) “Slash Play” (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.
- (7) There is no infield fly rule.
- (8) There will be no advancing to first base on a dropped 3rd strike
- (9) If a batted ball makes contact with the coach-pitcher, the ball is ruled dead and the pitch will be replayed (same batter, same count, runners returned to their previous bases), regardless of the outcome of the play. The coach-pitcher shall make every effort to avoid contact with the ball.
- (10) If the coach-pitcher is hit with a thrown ball during live play, the ball shall be declared dead, and all runners shall return to the last base reached safely.

- (a) Exception - if the batter has not yet reached base when the ball contacts the coach-pitcher, he will be allowed to advance to first base. If additional runners must advance one base to allow the batter to reach first base, they shall be allowed to do so.
- (11) The coach-pitcher shall remain stationary in the vicinity of the pitcher's mound until play is called dead by the umpire. The coach-pitcher should not attempt to leave the field of play until the play is called dead.
- (12) On overthrows, base-runners may advance only one extra base per overthrow.
- (a) Advancing runners do so at their own risk - this is not an automatic dead-ball advancement, and the defense may still attempt to get the base-runners out.
 - (b) There may be multiple overthrows on the same play. When there are multiple overthrows, base-runners are allowed one extra base for each overthrow.
- (13) Runners can only score on a batted ball.
- (a) On a batted ball, runners can advance until the pitcher has full control of the ball in the circle **or** the lead runner has stopped running forward. Once the umpire has called time, trailing runners not more than halfway in the umpire's judgment will be sent back. Once the pitcher has the ball secured in the circle and the lead runner's progress has stopped moving forward in between bases, time will be called and the runner sent back. There will be no constant rundowns between the pitcher and runners who stop in the middle of the baselines to entice the pitcher. A runner walking toward the next base is considered to be in a stopped position and will be sent back.
 - (b) **Time:** Will be called when the pitcher has possession of the ball in the pitcher's circle and the lead runner's forward progress has stopped; or if the lead runner's progress has been stopped by any other fielder. If a trailing runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely.

c. Defense

- (1) Ten players will play at one time on defense, four of which will play in outfield grass prior to the pitch. (No rovers will be allowed). Outfielders must play in fair territory with both feet on the outfield grass.
 - (a) If a team has fewer than ten players available, the game may still be played with only those players in attendance. The opposing team will still field a team consisting of ten players.
- (2) One player will be assigned the defensive position of pitcher. The defensive player-pitcher will stand on either side of the pitcher with at least one foot in the pitching circle. The pitcher cannot leave their position until the pitch is thrown. The defensive player-pitcher will stand no closer to home plate than the coach-pitcher.
- (3) Free defensive substitution will be utilized. Players on the bench as defensive substitutes during a given inning must be placed in a defensive position the following inning. No players will be allowed to sit out in consecutive innings (with the exception of illness or injury).
 - (a) This is a developmental league - coaches are strongly encouraged to spread playing time as evenly as possible among all players, and to utilize all players in a variety of defensive positions, including infield and outfield.
- (4) Two coaches will be allowed on the field while on defense to assist players with positioning.
 - (a) If a batted ball makes contact with a coach, the ball is ruled dead and the pitch will be replayed (same batter, same count, runners returned to their previous bases), regardless of the outcome of the play. Coaches in the field of play shall make every effort to avoid contact with the ball.
- (5) A coach from the defense will be positioned behind the catcher to return passed balls to the coach-pitcher.

d. Pitching

- (1) Coach-pitcher must deliver the baseball over handed in one of two ways:
 - (a) From one knee; or
 - (b) Sitting on a bucket

- (2) Pitching distance will be a minimum of 30 feet, and can be adjusted back at the discretion of the batting team's manager up to 46 feet.

2. Pee-Wee Minor Baseball (8 & 9-year-olds)

a. General

- (1) Each half-inning will consist of three outs or five runs, whichever comes first. After the fifth run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the fifth run of the inning will not be counted (no continuation play is allowed).

b. Offense

- (1) A continuous batting order will be utilized in accordance with Little League Rules. Every player on the team roster will be in the batting line-up.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (2) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late-arriving player.
- (3) Advancing base-runners on an overthrow:
 - (a) If the ball leaves the field of play (for example: goes outside the fences, into the dugout, etc), it is considered a dead ball, and each runner will be awarded one base beyond their current position.
 - (b) If the ball does not leave the field of play, then base-runners may advance at their own risk, until legal completion of the play (there is no limit to the number of bases the runners may advance in this scenario).

- (4) Base-runners may advance on passed-balls or wild pitches, as long as an opposing player is pitching. There is no advancement when the coach is pitching.
- (5) Base-stealing is not allowed.
- (6) Runners may not advance home on passed-balls or wild pitches. Runners may only score on a batted ball, or on a hit batter (or catcher's interference) with the bases loaded.
- (7) There will be no advancing to first base on a dropped third strike.
- (8) "Slash Play" (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.

c. Defense

- (1) Each team shall field ten players defensively: a pitcher, catcher, four infielders, and four outfielders. All four outfielders must be positioned in fair territory, and at least ten feet beyond infield dirt on the grass.
 - (a) If a team only has nine players available, the game may be played with only those nine players. The opposing team will still field a team consisting of ten players.
- (2) No defensive player shall be stationed within 40 feet of home plate (other than the catcher).
- (3) Free defensive substitution will be utilized. Players on the bench as defensive substitutes during a given inning must be placed in a defensive position the following inning. No players will be allowed to sit out in consecutive innings (with the exception of illness or injury).
- (4) If a batted ball makes contact with the coach-pitcher, the ball is ruled dead and the pitch will be replayed (same batter, same count, runners returned to their previous bases), regardless of the outcome of the play. The coach-pitcher shall make every effort to avoid contact with the ball.
- (5) If the coach-pitcher is hit with a thrown ball during live play, the ball shall be declared dead, and all runners shall return to the last base reached safely.
 - (a) Exception - if the batter has not yet reached base when the ball contacts the coach-pitcher, he will be allowed to advance to first

base. If additional runners must advance one base to allow the batter to reach first base, they shall be allowed to do so.

- (6) When in the umpire's judgment all play has been stopped or the overthrow rule applies, time-out will be called and play is dead.
 - (a) The ball should only be returned to a coach-pitcher after all play is terminated by the umpire calling time-out.

d. Pitching

- (1) The pitching rubber shall be shall be located 46 feet from home plate.
- (2) Balls and strikes will be called by the umpire. The batter is out if a third strike is called (looking or swinging). This applies whether the pitch is thrown by a player-pitcher or a coach-pitcher, according to the umpire's call.
- (3) There are no walks. The batter will be awarded first base only if hit by a pitch from a player-pitcher, or for catcher interference.
- (4) If the count on the batter from the player pitcher reaches four balls, the coach comes in after the fourth ball to pitch the remainder of the at-bat.
 - (a) The strike count does not start over when the coach-pitcher comes in to pitch.
- (5) Once the coach-pitcher enters the game to pitch to a batter, he will continue to pitch until that batter:
 - (a) Strikes out by swinging at the third strike, or by a third strike called by the umpire, or....
 - (b) Hits the ball in fair territory and reaches a base safely, or....
 - (c) Hits the ball in fair territory and is thrown out at a base, or....
 - (d) Flies out on either a fair or foul ball.
- (6) There is no limit to the number of pitches from the coach-pitcher.
- (7) The coach-pitcher will remain stationary in the vicinity of the pitching mound until play is called dead by the umpire. The coach pitcher should not attempt to leave the field of play until play is dead.

- (8) When a coach-pitcher has entered the game, the player-pitcher will remain within six feet to either side of the pitching rubber while the coach pitches. The player-pitcher may leave the six-foot limit after the ball leaves the coach-pitcher's hand.
- (9) The coach-pitcher may only enter the field of play after four balls, when called by the umpire.
- (10) Coaches may not rotate coaching positions once an inning has started. This includes base coaches and coach-pitcher
 - (a) Exceptions will be made when there are not sufficient coaches to fill all coaching positions. In this case a coach may vacate a base coach position to pitch with no other coach taking the vacated base coach position.
- (11) The coach-pitcher must pitch over-handed with one foot on the pitching rubber.
- (12) Pitch count limits and pitcher eligibility rules for player-pitchers shall be in accordance with Little League Baseball Regulation VI (as published in the 2014 Little League Baseball Rule Book).
 - (a) Specific rule interpretation: Item (a) under Regulation VI in the rule book states that "any player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day." Per direction from Little League, Midway Little League will not consider partial innings for the purposes of this rule. If a player plays catcher for one pitch beyond their third inning at the position, they will be considered to have played four innings, and will not be eligible to pitch the remainder of that calendar day.

3. Pee-Wee Major Baseball (8 & 9-year-olds)

a. General

- (1) Each half-inning will consist of three outs or five runs, whichever comes first. After the fifth run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the fifth run of the inning will not be counted (no continuation play is allowed).

b. Offense

- (1) A continuous batting order will be utilized in accordance with Little League Rules. Every player on the team roster will be in the batting line-up.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (2) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late arriving player.
- (3) There will be no advancing to first base on a dropped third strike.
- (4) Advancement of runners on overthrows will be in accordance with the Little League Baseball official rule book.
- (5) “Slash Play” (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.

c. Defense

- (1) Defensive play will be in accordance with the Little League Baseball Rule Book.
- (2) Free defensive substitution will be utilized. Players on the bench as defensive substitutes during a given inning must be placed in a defensive position the following inning. No players will be allowed to sit out in consecutive innings (with the exception of illness or injury).

d. Pitching

- (1) There is no balk, but an illegal pitch will be ruled a ball, in accordance with the Little League Baseball Rule Book.
- (2) All other Little League Baseball rules apply.
- (3) Pitch count limits and pitcher eligibility rules shall be in accordance with Little League Baseball Regulation VI (as published in the 2014 Little League Baseball Rule Book).

- (a) Specific rule interpretation: Item (a) under Regulation VI in the rule book states that “any player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day.” Per direction from Little League, Midway Little League will not consider partial innings for the purposes of this rule. If a player plays catcher for one pitch beyond their third inning at the position, they will be considered to have played four innings, and will not be eligible to pitch the remainder of that calendar day.

4. 10/11 Year-Old Minor Baseball

a. General

- (1) Each half-inning will consist of three outs or five runs, whichever comes first. After the fifth run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the fifth run of the inning will not be counted (no continuation play is allowed).

b. Offense

- (1) A continuous batting order will be utilized in accordance with Little League Rules. Every player on the team roster will be in the batting line-up.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (2) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late arriving player.
- (3) Advancement of runners on overthrows will be in accordance with the Little League Baseball official rule book.
- (4) There will be no advancing to first base on a dropped third strike in this division.

- (5) “Slash Play” (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.

c. Defense

- (1) Defensive play will be in accordance with the Little League Baseball Rule Book.
- (2) Free defensive substitution will be utilized. Players on the bench as defensive substitutes during a given inning must be placed in a defensive position the following inning. No players will be allowed to sit out in consecutive innings (with the exception of illness or injury).

d. Pitching

- (1) There is no balk, but an illegal pitch will be ruled a ball, in accordance with the Little League Baseball Rule Book.
- (2) All other Little League Baseball rules apply.
- (3) Pitch count limits and pitcher eligibility rules shall be in accordance with Little League Baseball Regulation VI (as published in the 2014 Little League Baseball Rule Book).
 - (a) Specific rule interpretation: Item (a) under Regulation VI in the rule book states that “any player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day.” Per direction from Little League, Midway Little League will not consider partial innings for the purposes of this rule. If a player plays catcher for one pitch beyond their third inning at the position, they will be considered to have played four innings, and will not be eligible to pitch the remainder of that calendar day.

5. Minor Baseball (11 & 12-year-olds)

a. General

- (1) Each half-inning will consist of three outs or five runs, whichever comes first. After the fifth run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the fifth run of the inning will not be counted (no continuation play is allowed).

b. Offense

- (1) A continuous batting order will be utilized in accordance with Little League Rules. Every player on the team roster will be in the batting line-up.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (2) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late arriving player.
- (3) Advancement of runners on overthrows will be in accordance with the Little League Baseball official rule book.
- (4) There will be no advancing to first base on a dropped 3rd strike
- (5) “Slash Play” (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.

c. Defense

- (1) Defensive play will be in accordance with the Little League Baseball Rule Book.
- (2) Free defensive substitution will be utilized. Players on the bench as defensive substitutes during a given inning must be placed in a defensive position the following inning. No players will be allowed to sit out in consecutive innings (with the exception of illness or injury).

d. Pitching

- (1) There is no balk, but an illegal pitch will be ruled a ball, in accordance with the Little League Baseball Rule Book.
- (2) All other Little League Baseball rules apply.
- (3) 12-year-olds with a signed waiver who play in the Minor division will not be allowed to pitch, in accordance with Little League Rules.

- (4) Pitch count limits and pitcher eligibility rules shall be in accordance with Little League Baseball Regulation VI (as published in the 2014 Little League Baseball Rule Book).
 - (a) Specific rule interpretation: Item (a) under Regulation VI in the rule book states that “any player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day.” Per direction from Little League, Midway Little League will not consider partial innings for the purposes of this rule. If a player plays catcher for one pitch beyond their third inning at the position, they will be considered to have played four innings, and will not be eligible to pitch the remainder of that calendar day.

6. Major Baseball (11 & 12-year-olds)

a. General

- (1) Midway Little League has not adopted the optional continuous batting order for this league.
- (2) Midway Little League has adopted the optional rule allowing two adult base coaches. Such coaches shall remain within the base coaches’ boxes at all times, except when avoiding interference with a defensive player in the act of making a play on the ball. Bases coaches will talk to members of their own team only. An offending base coach shall be removed from the base coach’s box.
- (3) Play will be governed in accordance with the Little League Baseball Rule Book.
- (4) The dropped third strike rule is in effect for this division, in accordance with Little League Rules.
- (5) “Slash Play” (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.
- (6) There is no per-inning run limit in this division.
- (7) Pitch count limits and pitcher eligibility rules shall be in accordance with Little League Baseball Regulation VI (as published in the 2014 Little League Baseball Rule Book).

- (a) Specific rule interpretation: Item (a) under Regulation VI in the rule book states that “any player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day.” Per direction from Little League, Midway Little League will not consider partial innings for the purposes of this rule. If a player plays catcher for one pitch beyond their third inning at the position, they will be considered to have played four innings, and will not be eligible to pitch the remainder of that calendar day

7. Junior Baseball (13, 14, and 15-year-olds)

a. General

- (1) Midway Little League has not adopted the optional continuous batting order for this league.
- (2) Midway Little League has adopted the optional rule allowing two adult base coaches. Such coaches shall remain within the base coaches’ boxes at all times, except when avoiding interference with a defensive player in the act of making a play on the ball. Bases coaches will talk to members of their own team only. An offending base coach shall be removed from the base coach’s box.
- (3) Play will be governed in accordance with the Little League Baseball Rule Book.
- (4) The dropped third strike rule is in effect for this division, in accordance with Little League Rules.
- (5) “Slash Play” (fake-bunt then swing) is allowed in this division.
- (5) There is no per-inning run limit in this division.
- (6) Pitchers are prohibited from wearing metal cleats or spikes on the portable mounds.
- (7) Pitch count limits and pitcher eligibility rules shall be in accordance with Little League Baseball Regulation VI (as published in the 2014 Little League Baseball Rule Book).
- (a) Specific rule interpretation: Item (a) under Regulation VI in the rule book states that “any player, who has played the position of catcher in four or more innings in a game, is not eligible to pitch on that calendar day.” Per direction from Little League, Midway

Little League will not consider partial innings for the purposes of this rule. If a player plays catcher for one pitch beyond their third inning at the position, they will be considered to have played four innings, and will not be eligible to pitch the remainder of that calendar day.

8. Coach Pitch Softball (6, 7, and 8-year-olds)

a. General

- (1) Each game will have a one hour time limit. Innings started before time expires will be completed regardless of which team is winning (both teams will get the same number of turns at bat). No additional innings will begin after the time limit has expired (including tie games).
- (2) Run Rule. The run rule will be ten runs after four innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.
- (3) Each half-inning will consist of three outs or five runs, whichever comes first. After the 5th run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the 5th run of the inning will not be counted (no continuation play is allowed).
- (4) Bases will be set at a distance of 60 feet.
- (5) Practice shall be limited to no more than four hours per week, including weekends. A game is considered equivalent to one hour and 15 minutes of practice, for the purposes of this rule.
- (6) There must be at least one league-approved manager or coach in the dugout at all times. This division utilizes a number of coaches on the field of play to help direct and position players (see offense and defense sections below), as well as to serve as the coach-pitcher. Team managers must ensure there are enough league-approved adult coaches in attendance at the game to allow for one dugout coach while filling all on-field coaching positions.
 - (a) To help facilitate this rule, three assistant coaches (plus the team manager) will be allowed in the dugout and on the field, in this division only.

b. Offense

- (1) A continuous batting order will be utilized in accordance with Little League Rules. All batters on the team will bat each time through the lineup.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (2) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late arriving player.
- (3) Each batter will receive a maximum of 6 pitches from a coach. There will be no walks. Players may strike out.
 - (a) If the sixth pitch is fouled off, the batter will get additional pitches until they put the ball in play in fair territory, take a pitch, or swing and miss.
- (4) Base-stealing is not allowed. Runners may not advance on passed balls or wild pitches.
- (5) Bunting is not allowed.
- (6) “Slash Play” (fake-bunt then swing) is prohibited. If the batter shows bunt, pulls back and swings, the batter will be called out, regardless of whether contact was made with the ball.
- (7) There is no infield fly rule.
- (8) There will be no advancing to first base on a dropped 3rd strike
- (9) If a batted ball makes contact with the coach-pitcher, the ball is ruled dead and the pitch will be replayed (same batter, same count, runners returned to their previous bases), regardless of the outcome of the play. The coach-pitcher shall make every effort to avoid contact with the ball.
- (10) If the coach-pitcher is hit with a thrown ball during live play, the ball shall be declared dead, and all runners shall return to the last base reached safely.

- (a) Exception - if the batter has not yet reached base when the ball contacts the coach-pitcher, he will be allowed to advance to first base. If additional runners must advance one base to allow the batter to reach first base, they shall be allowed to do so.
- (11) The coach-pitcher shall remain stationary in the vicinity of the pitcher's mound until play is called dead by the umpire. The coach-pitcher should not attempt to leave the field of play until the play is called dead.
- (12) On overthrows, base-runners may advance only one extra base per overthrow.
- (a) Advancing runners do so at their own risk - this is not an automatic dead-ball advancement, and the defense may still attempt to get the base-runners out.
 - (b) There may be multiple overthrows on the same play. When there are multiple overthrows, base-runners are allowed one extra base for each overthrow.
- (13) Runners can only score on a batted ball.
- (a) On a batted ball, runners can advance until the pitcher has full control of the ball in the circle **or** the lead runner has stopped running forward. Once the umpire has called time, trailing runners not more than halfway in the umpire's judgment will be sent back. Once the pitcher has the ball secured in the circle and the lead runner's progress has stopped moving forward in between bases, time will be called and the runner sent back. There will be no constant rundowns between the pitcher and runners who stop in the middle of the baselines to entice the pitcher. A runner walking toward the next base is considered to be in a stopped position and will be sent back.
 - (b) **Time:** Will be called when the pitcher has possession of the ball in the pitcher's circle and the lead runner's forward progress has stopped; or if the lead runner's progress has been stopped by any other fielder. If a trailing runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely.

c. Defense

- (1) Ten players will play at one time on defense, four of which will play in outfield grass prior to the pitch. (No rovers will be allowed). Outfielders must play in fair territory with both feet on the outfield grass.

- (a) If a team has fewer than ten players available, the game may still be played with only those players in attendance. The opposing team will still field a team consisting of ten players.
 - (2) One player will be assigned the defensive position of pitcher. The defensive player-pitcher will stand on either side of the pitcher with at least one foot in the pitching circle. The pitcher cannot leave their position until the pitch is thrown. The defensive player-pitcher will stand no closer to home plate than the coach-pitcher.
 - (3) Free defensive substitution will be utilized. Players on the bench as defensive substitutes during a given inning must be placed in a defensive position the following inning. No players will be allowed to sit out in consecutive innings (with the exception of illness or injury).
 - (a) This is a developmental league - coaches are strongly encouraged to spread playing time as evenly as possible among all players, and to utilize all players in a variety of defensive positions, including infield and outfield.
 - (4) Two coaches will be allowed on the field while on defense to assist players with positioning.
 - (a) If a batted ball makes contact with a coach, the ball is ruled dead and the pitch will be replayed (same batter, same count, runners returned to their previous bases), regardless of the outcome of the play. Coaches in the field of play shall make every effort to avoid contact with the ball.
 - (5) A coach from the defense will be positioned behind the catcher to return passed balls to the coach-pitcher.
- d. Pitching
- (1) Pitching distance for coach-pitcher is 35 feet from home plate.
 - (2) The coach **pitcher** must deliver the ball with both feet starting inside the front of the circle and can be anywhere from that point all the way to the pitcher's plate to throw the pitch to the batter.

9. 8, 9 & 10-year-old Minor Softball

a. General

- (1) Each half-inning will consist of three outs or five runs, whichever comes first. After the 5th run of the inning, teams will switch offensive and defensive positions, and that half inning will be considered complete. Runs scored after the 5th run of the inning will not be counted (no continuation play is allowed).
- (2) A continuous batting order will be utilized in accordance with Little League Rules. Every player on the team roster will be in the batting line-up.
 - (a) Once the game has started, if a player becomes injured, ill, or has to leave the game for any reason, their spot in the continuous batting lineup will be skipped without penalty, in accordance with Little League rules. If the player is able to return to play later in the game, they will be reinserted into their original lineup position.
- (3) Any player arriving after the line-up has been turned in to the scorekeeper will have their name placed at the end of the batting order in accordance with Little League Rules. No batting order positions can be reserved for a late arriving player.
- (4) Midway Little League has adopted the optional rule allowing two adult base coaches. Such coaches shall remain within the base coaches' boxes at all times, except when avoiding interference with a defensive player in the act of making a play on the ball. Bases coaches will talk to members of their own team only. An offending base coach shall be removed from the base coach's box.
- (5) Play will be governed in accordance with the Little League Softball Rule Book.
- (6) The dropped third strike rule is in effect for this division, in accordance with Little League Rules.
- (7) "Slash Play" (fake-bunt then swing) is allowed in this division.
- (8) This division will use the 11-inch ball. Pitching distance will be 35-feet.

10. Major Softball (11 & 12-year-olds)

a. General

- (1) Midway Little League has not adopted the optional continuous batting order for this division.
- (2) Midway Little League has adopted the optional rule allowing two adult base coaches. Such coaches shall remain within the base coaches' boxes at all times, except when avoiding interference with a defensive player in the act of making a play on the ball. Base coaches will talk to members of their own team only. An offending base coach shall be removed from the base coach's box.
- (3) Play will be governed in accordance with the Little League Softball Rule Book.
- (4) The dropped third strike rule is in effect for this division, in accordance with Little League Rules.
- (5) There is no per-inning run limit in this division.
- (6) "Slash Play" (fake-bunt then swing) is allowed in this division.
- (7) This division will use the 12-inch ball. Pitching distance will be 40-feet.

11. Junior Softball (13, 14, and 15-year-olds)

a. General

- (1) Midway Little League has not adopted the optional continuous batting order for this league.
- (2) Midway Little League has adopted the optional rule allowing two adult base coaches. Such coaches shall remain within the base coaches' boxes at all times, except when avoiding interference with a defensive player in the act of making a play on the ball. Base coaches will talk to members of their own team only. An offending base coach shall be removed from the base coach's box.
- (3) Play will be governed in accordance with the Little League Softball Rule Book.

- (4) The dropped third strike rule is in effect for this division, in accordance with Little League Rules.
- (5) There is no per-inning run limit in this division.
- (6) “Slash Play” (fake-bunt then swing) is allowed in this division.