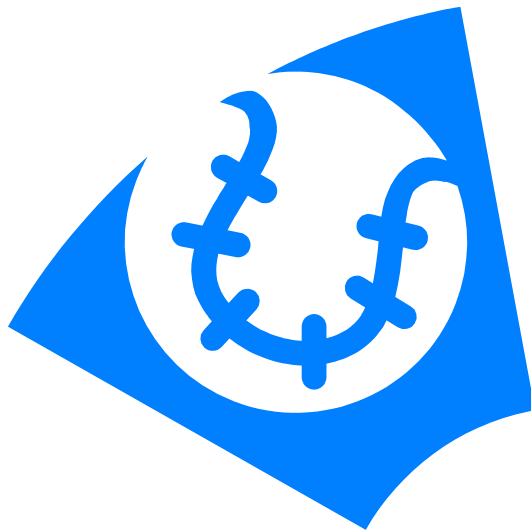


**TRI-TOWN
YOUTH
BASEBALL
LEAGUE**



2017

MIGHTY MITE DIVISION

Tri-Town
Mighty Mite Rules 2017

- AGES:**
- Should be 7 years old before May 1 and can not be 9 before May 1. This is a 7-8 year old league.
 - Any Minor League team that needs additional players may choose players from the Mighty Mites
 - A Minor League team that needs players due to roster deficiencies may choose players from the Mighty Mite Division. In order to move up players must be 8 before May 1 (one (1) year younger than appropriate age requirement for the higher level).
 - Any Mighty Mite player that plays “up” at the Minor League level may play back down at Mighty Mites provided said player has not played in more than two (2) games in the upper division.
 - Any Mighty Mite player that plays “up” at the Minor League level for more than two (2) games will no longer to be eligible to play at the Mighty Mites level. These games do not have to be consecutive.
 - EACH & EVERY ROSTER CHANGE MUST BE PRE-APPROVED BY THE YOUR LEAGUE REPRESENTATIVE!**
 - A player that moves up early because their level of play warrants such a move can not continue to play at the Mighty Mite level. No player is allowed to play at both levels simultaneously
- GAMES:**
- Games start **promptly** at 6:00 p.m.
 - Forfeit time is 6:15 p.m. (Rain-out decision made by 5:00 p.m.)
 - Can play game with 8 players
 - There is a 2 hour time limit per game
 - 5 inning games with no new inning starting after 2 hour time limit. If game is called on account of the 2 hour time limit rule, the score reverts back to the last full inning.
 - **Player(s) will pitch the first two innings and an adult(s) will pitch the final three innings.**
 - Home team is responsible to supply two (2) game balls and scheduling umpires (can be a coach/assistant coach)
- BATTER:**
- With an adult pitching, first year players will get 5 strikes and all others will get 3 strikes with a maximum of 8 pitches – no exceptions, no walking or bunting. Foul balls will keep batter at bat through 8th pitch
 - With a player pitching, regular baseball rules will be in effect (3 strikes is an out, 4 balls is a walk, no balks, etc)
 - 3 outs per inning or 10 batters
 - For 6-7 years old only- if a parent or a coach chooses to not have a child bat against a player pitching, that child is pulled from the batting order though can continue to play the field. If the child chooses to sit out, the child must remain as part of the team on the bench until end of game or forfeit playing time in next scheduled game
 - Protective caps must cover head & ears and must be worn by on-deck batters, batters, runners & retired runners in live ball territory. **PENALTY: IF A UMPIRE OBSERVES ANYONE REQUIRED TO WEAR A BATTING HELMET INTENTIONALLY REMOVE HIS BATTING HELMET WHILE IN PLAY THE UMPIRE SHALL ISSUE A WARNING TO THE COACH OF THE INVOLVED TEAM.** The player who intentionally removes his helmet (while in play) will be automatically out. It is recommended that each team provide in the dugout or on the bench 7 protective helmets that **MUST** meet NOCSAE specifications and standards
- PITCHING:**
- Player will pitch **FIRST** two innings, regular baseball rules will be in effect (3 strikes is an out, 4 balls is a walk, no balks, etc)
 - Pitching rubber will be 35 feet. Pitcher must remain in contact with the rubber when pitching.
 - No pitcher can pitch more than 2 innings in a week (calendar week is Sun – Sat)
 - A player once removed as a pitcher may not pitch again in the same game
 - Pitcher who hits three batters in one game can not pitch for one full week
- PLAYING TIME:**
- All players present will be placed in the batting order before the start * of the game. All players are in the batter order at all times. If a player arrives after the start of the game he/she will be placed at the bottom of the batting order. *(First pitch thrown.)
 - There will be free substitution in all fielding positions. It is strongly encouraged to rotate players to a different position throughout the season. All players should be given an equal opportunity to start a game. (Remember this league is a learning experience for the kids.)
 - All players must play defense for three (3) full innings. This does not have to be done in three consecutive innings.
 - No one player should sit on the bench (when his/her team is in the field) for more than one inning.
- DEFENSE:**
- 4 outfielders, each infield position, and one at the pitcher’s mound when an adult is pitching. The player playing at the pitcher’s mound when an adult is pitching must remain even with the pitching rubber until the ball is hit.
 - After making an attempt to get an out on a batted ball, a fielder may throw to the pitcher to end the play. If the runner is not halfway to the next base he/she must return to the previous base,
 - On the 10th batter, after attempting to make a play, the ball can be thrown to home plate and the inning ends when the defensive player steps on the plate.
 - *Please stress making the play verses throwing the ball to home plate, bad habits are hard to break and some players will be moving on to Minor League next year.***

Tri-Town Mighty Mite Rules 2017 Rules Cont.:

BATS: -The legal bat for Mighty Mites is a bat that is approved for T-Ball or Major League. Must be at least 24 inches and not more than 31 inches long

PARENTS: -Parents are asked to stay out of the dugout/bench area unless they're a team assistant or in case of emergency.

JEWELRY: -The wearing of watches, rings, pins, jewelry, or other metallic items when playing is prohibited. Taping of earrings is **NOT** allowed. Coaches are expected to strictly enforce this rule for the safety of all players.

**LIGHTNING/
THUNDER** -If visible lightning or audible thunder is observed, play is suspended for **30 MINUTES** for each observation made and the field is cleared according to each town's guidelines. Decision is ultimately made by home plate umpire.

POLICY: *Note: Waiting out weather delays does NOT count towards the 2 hour time limit per game.*

BASE

RUNNING: -No stealing or leading at all. A runner can't leave any base until the ball is hit by the batter. If the runner (runners) leave early, the ball will be dead. The runner returns to the base he/she was originally on. A runner who leaves early is automatically out.

-The base runner must slide or give themselves up if a play is being made on him/her.

-***MALICIOUS CONTACT IS NOT ALLOWED!!!** *Penalty for malicious contact is a one game suspension

-A runner must slide feet first while advancing. **Note:** It applies when advancing to a base. Does not apply when returning to a base from a run down situation.

COACHING

CONDUCT:

-Consumption of alcohol and/or use tobacco products by coaches during any youth league games, practices, or similar activities is not permitted.