

CITY OF RINCON RECREATION DEPARTMENT
BOYS BASEBALL – MITES & MIDGETS
2009 SEASON (REVISED 1-21-09)

1. Reporting your score:

You must report the score after every game to Rincon Recreation Staff the night of your game.

2. Control Date for Boys Baseball is May 1, 2009.

Mite boys cannot be 11 before 5-1-2009.

Midget Boys cannot be 13 before 5-1-2009.

3. Pitching distance:

Mite boys: 46 feet

Midget boys: 46 feet

4. Base distance:

Mite boys: 60 feet

Midget boys: 60 feet

5. Time Limit:

Mite boys: 1 hour and 15 minutes

Midget boys: 1 hour and 30 minutes

6. Innings played:

Mite boys: 6 innings

Midget boys: 6 innings

7. Run rule:

A game shall be considered complete after five (5) innings with 8 runs, four (4) innings with 12 runs, or three (3) innings with 15 runs.

8. 2009 New Pitching Rule – Rincon Recreation will now use a pitch count to set pitching limitations on players. The pitch count will be kept by the field umpire and will be reported to both score keepers after each half inning. The number the umpire gives the scorekeeper is indisputable. Any scorekeeper or coach wanting to argue this will be subject to immediate ejection without a prior warning.

Age group and Pitching Rules

9 – 10 75 pitches per day

11 – 12 85 pitches per day

Notes: (a) If a pitcher is removed from the mound but remains in the game and has not reached his pitch limitation for that day he may return to the mound. Pitch count resumes at point where this pitcher left the game. (Removed pitchers may not play the catcher position if they have reached their pitch limit for the day.) (b) If a pitcher reaches the limit imposed for his age while facing a batter, the pitcher may finish pitching to that batter. (c) A pitcher must have 2 calendar days of rest between pitching dates after pitching more than 40 pitches. For example if you pitch on Monday you can pitch again on Thursday. **(1 – 20 pitches-- 0 days rest, 21 – 40 pitches --1 calendar day of rest, 41 – 75 --2 calendar days rest.)**

Tournament Rule – maximum of 14 innings per player per tournament, if a player pitches 6 innings or more in one day, he must rest the next calendar day. Players can not exceed 9 innings in one day.

Violation of the above rules will result in an automatic forfeit of that game at the time of discovery and verification.

9. Number of players:

Mite boys – plays with 10 players, 4 in outfield.

Midget boys – plays with 9 players, 3 in outfield.

10. Batting order and must play rule: (see general rules)

11. Players less than the required number:

MITE BOYS-If you are supposed to start with 10 players, you can start and or finish with 9 players, with no penalty. You can also start and finish with 8 players, but the 9th position will be an out.

MIDGET BOYS-You can start and or finish with 8 players, there will be no penalty for the 9th position.

12. Protective cup:

In all baseball leagues, catchers will wear a protective cup. Failure is warning and then forfeiture of game if not taken care of.

13. Midget Boys only-Third strike:

Third strike is an out even if catcher misses or drops the ball. Batter is out. Other runner(s) may advance at their own risk of being thrown out.

14. Midget Boys-Modified Rule for stealing bases:

1. A base runner is required to stay in contact with the base until the pitched ball has reached home plate. At this point in the flight of the pitched ball, the runner is permitted to advance at his own risk of being thrown out.

2. The runner (s) is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on that pitches cancelled. All runners must return to base held at time of pitch.

15. Midget Boys - Ball four:

Ball is live on ball four.

16. Charged Conferences:

All leagues, charged conferences are limited to a maximum of 3 per game. For charged conferences in excess of three per game, pitcher must be removed from pitcher's mound, not the game.

17. Base runners missing a base:

Base runners missing a base will be called out by the umpire, except in midgets where it must be appealed by team and played. Appealed means you must throw the ball to that base to see if the umpire saw them miss the base.

18. Helmet rule:

You must wear your helmet at all times while hitting, base running, or on deck. Penalty – team get 2 warning, then the player is called out. If a player makes an out then takes the helmet off, you will get another out. Note: The penalty must have happened during a “LIVE BALL” situation. It cannot be enforced on a dead ball situation.

Facemasks must be used for all age groups.

19. Coach disciplines a player:

Coach must advise the opposing team coach before the start of the game if any player present will not participate. YOU must notify RRD staff first to get approval. If a coach must discipline a player before or during the game, the coach must contact the director or his game supervisor and the umpire and opposing coach and document the scorebook. Being late is not a discipline problem.

20. Mites and Midgets- 10 batter rule:

10 batters or 3 outs will constitute an inning. The 10th batter must end in action such as a hit ball or strike out. If the 10th batter walks, the 11th batter will come up and so on until the last batter end with action, no more than 13 batters. After 13 batters, the inning will end unless number 13 is an intentional walk.

21. Mites and Midgets- 10 batters rule and less than three outs:

With less than 3 outs, an out occurs at any base, and it is not the 3rd out, lead runner must be stopped before time can be called.

22. Steel cleats:

No steel cleats for any league.

23. Slinging the bat:

ONE warning per team per game. The umpire can do one of three things:

1. Warn the batter.
2. Call the batter out.
3. Eject the batter. (The bat must endanger the safety of others to warrant ejection for the first time.

24. Head first sliding:

No head first slide when wearing a helmet with a face mask.

Note: Diving back to a base is not a slide.

25. Mites and Midgets- 10 batters and the 6 innings:

Ten batters per inning will be waived for the 6th innings.

26. Re-entry rule:

Any of the starting players, (Rule 11a & 11b), may leave the game and re-enter once, providing the player/s occupy the same batting position whenever in the line-up. Only exception is if a player was ejected from the game. Any violation will result in the ejection of the coach and ineligible player/s from the game.

ALL OTHER RULES GRPA AND GHSA

**MITE BOYS – PITCHING MACHINE –
RULES NO. 28 THROUGH RULE NO. 33**

27. Pitching machine:

Pitching machine will be fed by the base umpire. If only one umpire, the machine will be fed by a coach of the team batting.

28. Pitching machine speed:

Speed for pitching machine will be 44 mph (dial setting may vary but is indicated on each machine) on the dial for the entire year.

29. Strikes:

Umpire will call strikes. The batter cannot walk because the machine is throwing balls. The batter must hit or strike out. The defensive team may intentionally walk each batter once per game. No player may be walked more than once per game.

30. Ball hitting the machine:

Rule dead ball-Base runners return to the bases they were on at the time of the pitch. The batter will return to the same count he had before the previous pitch. The cord is part of the machine.

31. Bunting:

*****NO BUNTING WILL BE ALLOWED.**

32. Modified Stealing for Mite Boys:

Stealing is allowed with the following exceptions:

1. A player cannot steal home.
2. A base runner can steal only if the ball passes the catcher (umpire's discretion), and then only one base advance is allowed.
 - 2a. If a throw becomes an overthrow, the one-base restriction still applies (ball is dead, no advance).
3. Runner must remain in contact with the base until the ball reaches or passes home plate. Penalty-OUT.
4. one-base advances may occur if another runner, attempting to steal, is the object of play.
5. If a thrown ball hits the machine or umpire feeding the machine, each base runner is awarded one base even if you have a base runner on third base

33. Pitcher's position:

Pitcher's stands to the right or left of the machine within 6 ft. of the pitching rubber, but no closer than 46 feet.

Note: Please make sure the cord is lying down good and covered up if at all possible.

34. Coach's in dugout:

No more than three adults allowed in the dugout at a time.
Batboys must be same age of team or younger.

35. Speed up Rule:

All innings started after regular time limit is up will be started with the last batter from the previous inning on 2nd base. Remember, during the regular season, only one extra inning of play is allowed when a game is tied. By starting the inning with a runner in scoring position, it will assist in having a winner for the game instead of it ending in a tie.

36. Intentional Walk (Mites Machine):

Each player may be intentionally walked only one time per game. The player is just automatically put on first base when this option is chosen by the coach.