

MIDWAY BASEBALL

MODIFIED/CLARIFIED RULES

Major Leagues	Minor Leagues
Diamond League (13U)	Minor League (10U)
American League (12U)	Rookie League (9U)
National League (11U)	Instructional League (7-8 years old)
<i>JR RBI (14-15 years old) Midway teams play in the St. Paul Parks & Rec Program</i>	
<i>Active leagues may vary year to year depending on the number of participants In the event leagues are combined, the rules of the higher level will be used</i>	

Eligibility: April 30 11:59 PM is the basis for determining League Age and division of play with the allowable exceptions listed below – both are at the discretion and require the approval of MBB:

- I. If requested by a parent or guardian (completed request form required), a player whose League Age places them in a league other than their school classmates from the current school year, the player may be allowed to play with players of the same grade. For example, if player's league age is 11 years-old (as of April 30) but in the 6th grade (current school year), the player may be allowed to play in the 12U American League.
 - II. In very rare cases (and mainly as a safety issue) there may be an exceptional player or an “under skilled” player that should not compete in his age group; the MBB Board reserves the right to place a player up or down a division of play in the best interest of the player and the MBB program.
1. A top priority of MBB is participation. Continuous batting is mandatory for all divisions of play. In addition, every effort should be made to ensure all players play at least every other inning on defense. All players on the team, including pick-up substitutes (as needed) must be listed on the line-up and bat throughout the game. If a player must leave the game due to sickness or injury, the player's spot/position in the line-up is skipped and play continues; no out is declared. The player who left the game may return, but must be inserted into the same spot/position in the line-up unless the player was removed for an unsportsmanlike act. If a player arrives late and misses their original spot in the line-up, the player should be scratched in the original spot and listed in the last available spot in the line-up. On defense, in the event a player is on the bench 2 consecutive defensive innings, the player must play in the next 2 consecutive defensive innings. **During the playoffs, each player must play at least every other inning for the first four innings and must play a minimum of only 2 innings each game.**
 2. Substitute player(s): A team may play with less than nine players. However, if a team is short a player(s) at game time, every effort should be made to pick up a substitute player(s) from other teams, including but not limited to the opposing team. Substitutes must be made from the same class of play or lower. A substitute player may not pitch.
 - a. In league play, if a team plays with 7-8 players, no out shall be recorded for the 8 and/or 9 positions in the batting order. If a team has fewer than 7 players, the teams should divide the players present from both teams (including any substitutes present) and play a scrimmage game (time limits still apply to a scrimmage game played).

- b. In the playoffs, a team must field a team of at least 8 players (a minimum of 6 players from their league play team roster and a maximum of 2 substitute players) or forfeit the game. Substitute players may only be added to field a team of 9 (maximum of 2 substitute players). If a team plays with 8 players (including substitutes, if needed), the 9th position shall be recorded as an out in the batting order.

Comment: Provides additional opportunities for participation. Note: Substitute players will not be issued uniforms for the game. They should wear their own team uniform, if available.

3. A pitcher may throw in no more than 3 innings in each game, (4 innings in the Diamond 13u League). Any pitch thrown in an inning is considered a full inning. Once a pitch is thrown to a batter, they are considered a pitcher in that inning. If a pitcher is removed as a pitcher during the game, that player may not pitch again in the same game.
4. Unintentional throwing or releasing the bat, including the follow through of a swing by a batter (as determined by the umpire(s)) shall result in a warning on the first offense and an out on any subsequent offense by the same batter. The batter will be called out immediately, however the ball will remain live and playable. Intentionally throwing the bat in an unsportsmanlike act will be grounds for an ejection for the remainder of the game.

Comment: Although it may not be intentional, safety is of the utmost importance. Players must learn not to throw their bat and will be penalized if the action continues.

5. On a batted ball the fielder has the right of way: Offensive players may not interfere with a fielder's opportunity to field a batted ball.

Comment: It is always the runner's responsibility to avoid contact on all batted balls or with a fielder who has the ball ready to make a tag.

6. On a thrown ball the runner has the right of way: Defensive players may not hinder or impede (obstruction) a runner by blocking a base, baseline or home plate without possession of the ball. Fielders must be taught to move out of the way of runners and not block the base or base path unless they have possession of the ball or are in the act of catching the ball. Defensive players also are not allowed to fake that a throw is coming to the base or fake a tag. When all play is over, the player committing the fake and both teams will receive a warning and any other occurrence in the game by any player will result in an ejection of the player committing the fake.

Comment: If a runner stops or slows down because of the fake, obstruction will be called (delayed dead ball signal) and the runner will be awarded the next base or bases that the umpire determined the runner would have gotten had there been no obstruction. Because of potential for injury this is considered an unsportsmanlike act. Every effort should be made to teach players this is totally unacceptable and will not be tolerated in the game of baseball.

7. Coaches and/or players are allowed to coach from both coaching boxes.

Comment: Players may be used as base coaches; however, players in the coaching boxes are required to wear helmets. The use of players in this capacity can be a great learning experience of leadership and responsibility. If players are going to be used as base coaches it is the coach's responsibility to teach them the duties and responsibilities of that position.

8. One minute is allowed between innings: Pitchers and catchers must be ready at the end of the inning and must go directly to their positions. If coaches need a huddle between innings it should be without the pitcher and catcher and all players must be ready to play at their positions within a minute after

completion of their offensive half of the inning. If close to the minute catchers will not be given the opportunity to throw down to second, throw right back to the pitcher and play ball.

Comment: The biggest negative to baseball at any level, but especially in youth levels, is the time between innings. Teams are taking 2, 3 and even 4 minutes between innings. In a six inning game that can be anywhere from 12 to 36 minutes of wasted nonplaying time. Pitchers should be given a maximum of five pitches to start the game or when a new pitcher comes in and three pitches between innings OR one minute whichever comes first. The umpires are responsible to control this.

9. Safety Base: The safety base (double-base) at first will be used in all Midway Baseball games played on Jim Kelley and Billy Peterson fields.
10. Batter runners must touch the colored base and the fielder must touch the white base during the initial play at first base. Exception: If the fielder covering first must go into foul territory to catch a thrown or batted ball, the fielder and runner may touch either base.

Comment: Purpose of the safety base is to avoid collisions with the fielder and runner at first base.

11. Batter–runner going to first:

Batter-runners may over run first base on a batted ball (or a dropped third strike in the Diamond and American league) and may turn either right or left as long as no attempt is made toward second. If an attempt is made (as determined by umpire) the runner is in jeopardy of being tagged out. Coaches may not request time out on a walk until the batter-runner stops at first. If a runner overruns first on a walk they are in jeopardy of being tagged out.

Comment: If a runner continues beyond first on a walk, it should automatically be considered an attempt to steal second; therefore umpires must ensure that the batter-runner is not trying to advance before granting time out. Reminder on the dropped third strike rule where batters may run and stealing is allowed, if first base is occupied at the time of the pitch with less than 2 outs and the catcher drops a third strike, the batter is automatically out and may not advance, but the ball remains live and runners may advance at their own risk (check the specific rules for your division of play at the end of the rule sheet).

NOTE! A third strike scooped up from the dirt is not a clean catch and is considered a dropped third strike.

12. Batting Helmets:

Must be worn at all times when a player on offense is outside the dugout. If intentionally removed during a live ball the player will be called out immediately and the ball remains live. If during a dead ball the player must be warned and reminded but no out is called.

Comment: This is a safety issue and although it is good practice to have players keep their helmets on all the time it is not the intent of the rule to penalize the player during a dead ball.

13. Occupying the dugouts:

Only MBB certified coaches and players listed on the team roster/game line-up may occupy the dugout. If utilized, one bat retriever may also occupy the dugout. In the event of the absence of a team's certified coaches, replacement coaches may occupy the bench as directed by the on-duty Site Supervisor or League Director.

Players should remain in the dugouts unless they are batting, on deck batter, base coach, running or on defense. If a player hits a Home run over the fence (ball becomes dead) teammates may come out of the dugout, but should not congratulate (physically touch) the player until after the player has crossed home plate.

Comment: There is no penalty if players happen to touch the player too soon or for leaving the dugout in this (may be a once in a lifetime) situation.

14. Mercy Rules & Scoring Limitations

- a) 10 Run Rule – League play and playoff games shall end at the conclusion of 3½ innings for Rookie (9u), Minor (10u), National (11u), and American (12u) divisions and 4½ innings for Diamond (13u) division if the home team is ahead by 10 or more runs. Games will end after 4 innings for Rookie (9u), Minor (10u), National (11u), and American (12u) divisions and 5 innings for Diamond (13u) division if the visiting team is ahead by 10 or more runs.
- b) 15 Run Rule – League play and playoff games shall end for all divisions of play at the conclusion of 2½ innings if the home team is ahead by 15 or more runs. Games will end after 3 innings if the visiting team is ahead by 15 or more runs.
- c) Scoring Limitations – Teams shall be limited to 5 runs per inning for all League play and playoff games at the 12u and under divisions of play and 7 runs per inning for the Diamond (13u) division with the exception of the last inning which shall be unlimited.
 - I. On a play that the scoring limitation is reached, the play should be completed. The final recorded score for the ½ inning shall reflect the completed play. ***Please Note: Completion of the play is intended for safety considerations as well as to celebrate a potential “achievement” by a player (e.g. a homerun). The underlying purpose of the limitation is in support of sportsmanship (Mercy Rule). It is NOT intended provide the opportunity or encourage teams to score “extra” runs by seeking to extend gameplay (e.g. continuing to run the bases). The final scoring for the ½ inning shall be at the discretion of the umpire.
 - II. In the event the time limit is imminent (see Time Limits below and rules specific to divisions of play) the umpire shall declare the last inning of play – lifting the scoring restrictions. Once declared, an additional inning may not be played.

Comment: “Mercy Rules” and scoring limitations are not used for the purpose of speeding up play; time limits and maximum time between innings seek to accomplish that goal. Losing has always been a part of the learning experience for young people. However, losing should not be a totally negative and/or embarrassing experience. Disregarding any of these rules is not an option.

15. Time Limits – Established time limits must be strictly enforced out of respect of the time of the players and their families/supporters, umpires, Site Supervisors and/or field workers, and any subsequent games. The official start time for games should be marked by the umpire and noted to the coaches. Time limits shall not be used for semi-final or championship games in any level/division.

16. On Deck Batters (ODB):

ODB are allowed in the Midway program, when ODB are utilized they must be in the on deck turf circle at the back of the batter.

17. Bats. MBB adherers to the Minnesota Youth Athletic Services (MYAS) / USSSA bat regulations unless otherwise specified (reference the MYAS/USSSA bat guidelines/standards attached).

18. MYAS Rec State Tournament

MBB Minor 10u, National 11u, American 12u, and Diamond 13u in-house league winners represent MBB at the annual MYAS Rec State Baseball Championship. Specific rules for each level of play are provided by MYAS prior to the tournament. Of particular note for MBB are the eligibility rules for participation in the

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MYAS Rec State Tournament: Any player a) participating in "AA/AAA" classified play and/or b) accepting a berth at the "A" classified level of play berth **IS INELIGIBLE** for MYAS Rec State Tournament participation. Further, MYAS reserves the right to review any team's eligibility for the Rec State Baseball Championship Tournament.

RULES SPECIFIC TO DIVISIONS OF PLAY:

JR RBI (14-15 years old) (Age determination is the same as Midway noted on page 1)

All Midway teams will play under St. Paul Municipal Athletics Rules and comply with their Policies and Procedures. Midway Coaches will be given the MA Rule sheets and a roster form. The roster form must be completed and returned to the Midway Baseball Director who in turn will verify all information, sign and submit to the MA office.

NOTE FOR ALL LEAGUES: In league play for all divisions 9u – 13u, catchers of record are **strongly suggested** to have a courtesy runner with 2 outs unless there will be a new catcher the next half inning. (Courtesy runner will be the **last recorded out**). Courtesy runners are an option during the playoffs. However, maximum time per innings will be enforced.

Comment: Will help speed up between innings. Catchers on offense should keep their equipment (shins and chest protector) on unless on-deck to hit with 2 outs. Coaches should have a warm up catcher with mask on ready to warm up the pitcher if the catcher is not ready. If the catcher is late, the inning will start without a throw down to second base.

Diamond League: (13 years old) 7 innings **Metal spikes are allowed (except in batting cages)**

- A. HS Baseball Rules will apply except for Midway Modifications.
- B. Playoff format will be dependent on the number of teams within the division and at the discretion of the MBB Board.
- C. 75' Bases & 52' Pitching Distance. Time Limit 1 Hour 45 Minutes.
- D. No new inning to start with 10 minutes or less remaining before the time limit.
- E. Leading off and stealing allowed.
- F. Balks – Any fake pitch will be considered a balk. A warning will be issued on all other infractions.
- G. Big barrel bats are allowed; see the MYAS bat rule sheet.

American league: (12 years old) 6 innings **Metal spikes are not allowed**

- A. HS Baseball Rules will apply except for Midway Modifications.
- B. Playoff format will be dependent on the number of teams within the division and at the discretion of the MBB Board.
- C. 75' Bases & 52' Pitching Distance. Time Limit 1 Hour 45 Minutes.
- D. No new inning to start with 10 minutes or less remaining before the time limit.
- E. Leading off and stealing allowed.
- F. Balks – Any fake pitch will be considered a balk. A warning will be issued on all other infractions.
- G. Big barrel bats are allowed; see the MYAS bat rule sheet.

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National league: (11 years old) 6 innings Metal spikes are not allowed

- A. HS Baseball Rules will apply except for Midway Modifications.
- B. Playoff format will be dependent on the number of teams within the division and at the discretion of the MBB Board.
- C. 65' Bases & 46' Pitching Distance. Time Limit 1 Hour 45 Minutes.
- D. No new inning to start with 10 minutes or less remaining before the time limit.
- E. No leading off, but stealing is allowed as soon as the ball leaves the pitcher's hand.
- F. The batter may NOT run on a dropped third strike, but base runners may advance.
- G. Big barrel bats are NOT allowed in Midway league and playoff play. See MYAS bat rule sheet*.

*MYAS may allow Big barrel bats in this age group for state advancing teams, BUT Midway does not.

NOTE: Some National League rules may be changed at the discretion of the MBB Board during the season if it is determined, because of the overall skill level of the league, that the players can handle a higher level of play.

Minor League: (10 years old) 5 innings Metal spikes are not allowed

- A. HS Baseball Rules will apply except for Midway Modifications.
- B. Playoff format will be dependent on the number of teams within the division and at the discretion of the MBB Board.
- C. 65' Bases & 46' Pitching Distance. Time limit 1 hour 30 Minutes.
- D. No new inning to start with 10 minutes or less remaining before the time limit.
- E. No leading off, but base runners may steal when the ball leaves the pitcher's hand
- F. The batter may NOT run on a dropped third strike, but base runners may advance.
- G. No "Infield fly rule"
- H. Big barrel bats are NOT allowed in Midway league and playoff play. See MYAS bat rule sheet*.

*MYAS may allow Big barrel bats in this age group, BUT Midway does not.

NOTE: Some Minor League rules may be changed at the discretion of the MBB Board during the season if it is determined, because of the overall skill level of the league, that the players can handle a higher level of play.

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Rookie League: (9 years old) 5 innings Metal spikes are not allowed

- A. HS Baseball Rules will apply except for Midway Modifications.
- B. Playoff format will be dependent on the number of teams within the division and at the discretion of the MBB Board.
- C. 65' Bases & 46' Pitching Distance. Time limit 1 hour 30 Minutes.
- D. NO new inning to start with 10 minutes or less remaining before the time limit.
- E. NO leading off and NO stealing.
- F. The batter may NOT run on a dropped third strike. Base runners may NOT advance.
- G. NO "Infield fly rule"
Big barrel bats NOT allowed in Midway league and playoff play. See MYAS bat rule sheet*.

NOTE: Some Rookie League rules may be changed at the discretion of the MBB Board during the season if it is determined, because of the overall skill level of the league, that the players can handle a higher level of play.

Instructional/Coaches' Pitch League: (7 & 8 years old) Time limit 1 hour 30 Minutes

- A. For the first half of the season (June), coaches shall throw soft toss from the opposite base line. For the second half of the season (July) coaches shall pitch (overhand) from 20-30 feet in front of the plate. Demonstrations will be provided at the coaches' clinic.
- B. Batters should receive a maximum of 6 pitches. If the ball is not batted fair after 6 pitches, the batter should advance to 1st base and an out should be recorded.
- C. Catchers should not position themselves directly behind the plate. Instead, the catcher should stand at the back of the backstop and come out onto the field for potential plays at the plate once the ball is batted fair.
- D. Defensively, six (6) infielders (1st, 2nd, at 2nd base, SS and 3rd and catcher) and five (5) outfielders (LF, LC, C, RC, and RF) should be positioned. Every effort should be made to ensure a rotation of players in defensive positioning.
- E. Innings consist of 3 outs, maximum number of runs or batting the entire line-up, whichever comes first.
- F. All batters, base runners and first baseman must wear a batting helmet (double ear flaps).
- G. NO BUNTING, however it is highly recommended that IL players are taught the proper bunting fundamentals and encouraged to have them bunt during batting drills.

Note: Some Instructional League rules may be changed at the discretion of the MBB Board during the season if it is determined, because of the overall skill level of the league, that the players can handle a higher level of play.

Midway will hold a mandatory, on-field, IL coaches' clinic prior to the start of the league. In addition, mandatory IL team clinics will be scheduled for at least the first two weeks of the IL season. The purpose of the clinics is to provide basic skill instruction and to reiterate Midway fundamentals to IL coaches. Coaches are expected to assist with all clinics.



Bat Standards

As a result of the Gopher State Advisory Meeting on October 25th, the Gopher State Baseball League will continue to use the USSSA bat standard for the 2018 season.

Please note that according to the USSSA bat standards, USA bats will also be legal to use in competition.

9-14 Year Olds

Big Barrel Bats (2 5/8" or 2 3/4"- **14u & Below**) - Only those big barrel bats made by approved USSSA or USA licensed manufacturers that are either...

- (1) Made with the USSSA or USA Mark (see image); or
- (2) Is a qualified BBCOR bat; or
- (3) Is Wood

Small Barrel Bats (2-1/4" in diameter or less) - Only those small barrel bats made by approved USSSA or USA licensed manufacturers that are either...

- (1) Made with the USSSA or USA Mark (see image); or
- (2) Is Wood



MYAS/GOPHER STATE/NORTH STAR BAT GUIDELINES

Listed below are [the applicable] bat specifications for teams participating in any MYAS/Gopher State/North Star baseball programs. This specification is in addition to the USSSA Bat Performance Standards which include USA bats. All bats must include the USSSA Mark, USA Mark OR is a qualified BBCOR bat and MUST follow the size and/or weight differential listed in the chart below.

<u>AGE</u>	<u>Max Big Barrel</u>	<u>Max Length</u>	<u>Differential</u>
11u – 12u	2 ¾	36"	-10
13u – 14u	2 ¾	36"	-5
With combined age levels, the bat standard for the older age is enforced.			