



**MURRAY COUNTY YOUTH
MITE AND MIDGET
BASEBALL LEAGUE RULES
2024**

I. PURPOSE

The Murray County Youth Mite and Midget Baseball Programs are organized to provide recreational activity for the youth in the 9-12 age group. The program is designed for the following purposes:

1. To aid in the physical development through fun and exercise.
2. To teach the basic fundamental skills of the game of baseball.
3. To aid in the social development through good sportsmanship and moral character with adult guidance.
4. To teach good attitudes and discipline to the participants.

II. ORGANIZATIONAL STRUCTURE

A. Governing Rules

1. The Murray County Youth Mite and Midget Baseball Program will be governed by the current rules and regulations of the National Federation of State High School Association, with the exception of the local league rules, which supersede any rules in the current National Federation of State High School Association Rules. (NFSHSA)
2. The Local League Rules will be developed by the governing body of Murray County Youth Mite and Midget Baseball Programs.

B. Coaching Requirements

1. A person of high moral character who is a respected member of the community.
2. A coach should have a basic knowledge and understanding of the fundamentals of baseball.
3. A coach should never use profanity, drink alcoholic beverages, or use tobacco in any form during activity with the players.

4. A coach must never incite players or parents by criticizing an umpire.
5. A coach should never be overly concerned with winning but more concerned that each child has fun and learns the fundamentals while participating.
6. A coach should put the program first, and not focus on situations that could cause harm to the program and participants involved.
7. A coach is expected to be present at all practice sessions, games, and meetings or have an approved coach present.
8. A coach should try to the best of his ability to keep each player interested and participating through out the season.
9. It is the responsibility of each coach to be knowledgeable of all rules governing the Murray County Youth Mite and Midget Baseball.
10. Each coach should attend the National Youth Sports Coaches Association (NYSCA) Clinic online @ www.nays.org. All All-Star Coaches must be NYSCA Certified to participate in GRPA Tournaments.

III. LEAGUE RULES AND REGULATIONS

- A. The Recreation Department will determine the number of players on a team roster.
- B. Playing Field and Equipment
 1. The playing field should be laid out as follows:
 - Baselines shall be 60 feet in length for Mite and 70 ft. for Midget league.
 - The distance from the front side of the pitching rubber to the point of home plate shall be
 - 46 feet for 9 -10 boys
 - 50 feet for 11-12 boys
 2. The ball shall weigh not less than 5 ounces no more than 5 ¼ ounces, and shall measure not less than 9 inches nor more than 9 ¼ inches circumference.

3. The bat shall conform to the high school rulebook restrictions except the 3-ounce drop rule, which will not be enforced. All – Stars will have to use a USA Stamped BAT!
4. The batters helmet must be made of Ultra High Impact plastic or High Impact Shell with a heavy rubber padding or similar product. If a snap is provided on the helmet for a chin strap then the strap must be worn. No other hat or cap may be worn underneath the helmet. A facemask is optional on all batting helmets.
5. The catchers' helmet shall be made of Ultra High Impact plastic or High Impact Shell with a heavy rubber padding or similar product. The helmet may be part of the mask or a separate unit but must have full ear protection.
6. It is recommended that all players wear athletic supporters. Catchers must wear the protective catcher's helmet with a catcher's mask attached and a protective cup supporter in all games. A hard, plastic protector manufactured for the purpose of protecting the throat shall be securely attached to all masks without the built-in protector.
7. Anyone under the age of 16 warming up a pitcher must wear a facemask.
8. No metal cleats
9. Pitchers gloves cannot be made of white or gray material.
10. The recommended uniform shall include a baseball cap, jersey numbered on back with six-inch numbers, and shoes.

C. The Game

1. Prior to the start of each game, a meeting will take place at home plate between Head Coach and umpires for explanation of special ground rules, pertaining to that particular field or special rule they want to go over.
2. A team may start and finish a game with only eight players. If the ninth player arrives he will be added to the ninth spot. There will be no penalty while playing with eight players.
3. A regulation game shall consist of six innings.

4. No Mite league inning may start 1 hour and 20 minutes from the time the game started. No Midget league inning may start 1 hour and 30 minutes from the time the game started.
 - The Mite games will be stopped when a team is mathematically eliminated because of the five run per inning rule. (See batting rules B).
 - A new inning starts when the home team makes the last out.
5. In Midget league play a game shall be considered complete when a team is ahead by at least 10 runs after 4 innings or 3 ½ if home team is ahead by ten runs.
6. There shall be one adult and one player coach, two player coaches, or two adult coaches occupying coach's boxes. Any player or person coaching a base under the age of 16 must wear a batting helmet.
7. A coach may hold a player out of a game for disciplinary reasons if announced to the opposing coach, scorekeeper, and umpire before the game.
8. Any player that wears a facemask and slides headfirst will be declared out automatically by the umpire.
9. Tie games will be counted as a tie for the purpose of league standings. Each team will receive a half win and a half loss when figuring a tied game for standings.
10. In the Mite Division the catcher shall not be required to catch the third strike except for a foul tip. The batter shall be out and the ball shall remain in play, and the base runners may advance at their own risk.
11. A team must list and bat all players in the batting order. All players must play at least three outs defensively. If a player becomes ill or injured those players will be skipped in the batting order, after announcing to the umpire with no penalty until the legal number of players requirement is met. All ejections will be recorded as an out. If a player is injured while running bases, that player will leave the game and will not be allowed to re-enter the game. The team will replace the base runner with a courtesy runner if not below the legal number of players, refer to courtesy runner rule to see who is legal to run.

12. All base runners will be required to keep their helmets on while in the live ball area. Each team will receive one warning per team and all subsequent removals will result in that player being called out. If that runner has already been ruled out the succeeding runner will be called out.
13. Slinging Bat Rule: One warning per team, then all subsequent actions will be ruled an out.

D. Charged Conference

1. Each team, when on defense, may be granted no more than three charged conferences during a six-inning game, without penalty, to permit a coach to confer with a defensive player or players. In any extra inning game, each shall be permitted one charged conference each inning while on defense without penalty. The number of charged conferences permitted is not cumulative. A coach, player, substitute, or an attendant may make a request for time for this purpose. Time granted for an obviously incapacitated player shall not constitute a charged conference nor shall a conference be charged whenever the pitcher is removed as pitcher.
2. Each team, when on offense, may be granted no more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners and/or batter. The umpire shall deny any subsequent offensive team requests for charged conferences.

E. Game Postponement

1. For Inclement Weather
 - a. Any game not played the required innings to become official (four, or three and a half if home team is ahead) will be played from the point of suspension until the game is finished or time limit has expired.
2. Postponement for Other Purposes
 - a. Any schedule conflict should be brought to the attention of the Athletic Coordinator before season schedules are complete.

- b. Games will not be rescheduled after the official schedule has been published.

F. Activities

1. There will be three activities allowed per week, including games and practices, plus one activity on the weekend. Practice sessions should be limited to ninety minutes and finished by 10:00 pm.
2. There will be no practice on Wednesdays after 5:00 pm and no games will be scheduled on Wednesdays except during post-season tournament.

IV. PITCHING RULES

The following rules apply to regular season play only. These pitching restrictions are replaced by a complete new set of tournament pitching rules:

1. The pitching of one pitch shall be counted as pitching one complete inning.
2. A pitcher shall not pitch more than six innings between Sunday through the following Saturday.
3. A pitcher must have forty hours rest before pitching in another game after pitching in four or more innings of a previous game.
4. In the Mite division there shall be no balks. Midget division there shall be no balks also.
5. If an illegal pitcher is used during a game, the game shall, upon protest of the opposing manager, be an immediate forfeit.
6. Any relief pitcher shall be allowed a minimum of ten warm-up pitches regardless of whether he becomes the pitcher during or at the beginning of an inning.
7. Each pitcher may return to the mound one time per game. Once they are taken out for the second time they may not return as a pitcher in that game.

V. BATTING RULES

- A. Each player of the offensive team shall bat in the order that his name appears in his team's batting order. (Official National Federation of State High

School Association Baseball Rules)

- B. The Mite League (9 and 10) will be limited to five runs per inning.
- C. The designated hitter rule is not in effect for Mite and Midget league play.

VI. BASE RUNNING

- A. In the Mite and Midget League, when a pitcher is in contact with the pitcher's plate with the ball in his possession, and the catcher is in the catcher's box in position to receive the pitch, all runners shall be in contact with their bases and shall not leave their bases until the pitch has reached the plate.
- B. In Mite if a runner leaves the base before the pitch reaches the plate, the play shall be stopped and the runner will be called out and all other base runners will return to the base held at the time of pitch.
- C. In Mite when a runner is legitimately off base after a pitch, or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball in the designated circle, the runner may stop once, and then must immediately return to the base or attempt to advance to the next base.
- D. A courtesy runner may be used for the catcher or pitcher. The courtesy runner must be the player farthest away from that position that's not on base.

UMPIRES: This rule does not apply in the 7/8 age divisions. Please use coaches discretion.

VII. ELIGIBILITY

- A. The age divisions are Mite league, ages 9, ages 10; and Midget league, ages 11 and ages 12. The cut off date is Sept.1st!
- B. Participants must attend school in the Murray County School System or be a resident of Murray County. Participant's parents may own property in Murray County to be eligible.
- C. A Birth Certificate must be on file at the Recreation Department to participate in the recreational program.
- D. Each participant must have insurance, whether private or through the Recreation Department.

VIII. PROTEST PROCEDURE

- A. The only protest acceptable will be concerning Pitching eligibility or rules misinterpretation and must be announced before the next pitch.
- B. Any protest on rule misinterpretations must be settled before the next pitch. The night supervisor will rule on any rule interpretation. Pitching eligibility rules will be ruled on the next day by the Athletic Coordinator if needed.

IX. CONDUCT

- A. A coach may be limited to the dugout for the remainder of a game by an umpire for excessive arguing of a call. The coach may only come out of the dugout to attend to an injured player.
- B. No profanity or abusive language is allowed. Offenders are subject to ejection from the game or the program.
- C. There shall be no smoking, use of tobacco products, or alcoholic beverages permitted.
- D. All coaches or managers will be held responsible for their teams and fans conduct.
- E. The penalty for fighting, or flagrant conduct such as profanity is ejection from the present game and the following game. On the second offense the coach will be suspended from the program. Coaches suspended will not be allowed to attend games in any capacity, this also includes a (Parent or Spectator). Players that are ejected will be suspended from the rest of that game and the following game.

X. LEAGUE AND COUNTY CHAMPIONSHIPS

- A. Division Champions will be determined by division wins and losses only.
- B. Ties for Division Champions and Runner-Up will be resolved as follows:
 - 1. Head to head wins and losses
 - 2. Common opponents wins and losses
 - 3. One game play-off at time set by the Athletic Coordinator

XI. ALL-STAR SELECTION

A. All-Star Coaches

1. All- Star coaches are determined by a set of rules followed by the recreation staff.
2. The All-Star coaches will pick the participants with help from the Recreation Department and all other coaches. Each coach will submit a list to the Recreation Department of who they consider to be the top 10 players in the league. If a coach does not turn in their all-star ballot they will be banned from coaching the next sport they coach.
3. The All-Star coach will be required to pick a percentage of the players that receive the most votes.
4. No more than 5 players can be picked off a regular season team for any one All-Star team.