Madison Heights Baseball

Midget Division Rules

2024 Season

**Eligibility Rules**

**E1.** All players must be residents of Madison Heights or nearby city.

**E2.** 1. Players are eligible to play with one team only for the entire year. Players cannot play for any other team in Madison Heights Little Baseball. Exceptions must be approved by the Board of Directors.

2. MHLBI reserves the right to prohibit any player from participating who is involved in outside activities that will conflict with MHLBI’s scheduled season (Mon.-Fri.) including the practice season.

3. **Players that play on spring school teams, weekend tournament or federation teams are ok to play.**

**E3.** **Midget age determination:** Any player who will attain the age of 7 on or before August 31 but will not attain the age of 9 before September 1 of the playing season will be eligible.

**E4.** Players will be divided according to zones and age as equally as possible. Any exceptions must be approved by the Board of Directors.

**E5.** The draft committee will attempt to draft thirteen players maximum per team, when possible. Late registrants will be assigned by the President, Vice President, or the person in charge of the registration, to keep teams as equal as possible. Lowest team rosters will be assigned first and prior to the first scheduled game. Late registrants will be assigned only if needed.

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**Operating Rules**

**O1.** Play will be governed by the current edition of the High School Rule Book. Subsequent rules listed as either **Operating** or **Playing** will outline the exceptions to the High School Rule Book or will emphasize those High School Rules that are deemed noteworthy by MHLBI.

**O2.** **Minimum Innings –** Players must play at least three (3) complete innings each game. **Exception:** A player absent or on penalty, or a player who has not played 3 innings due to a “called game”. **Penalty for non-compliance:** Forfeiture of game. Any player who has not played three innings in a game due to a mercy or called game must start the next game on defense (in the field) and play a minimum of the first three innings. It is the manager’s responsibility to report all defensive substitutions to the score keeper of the opposing team. **Penalty:** Manager is suspended for one game.

1. If a player is kept from his three innings due to disciplinary reasons (i.e. “penalty”), the commissioner must be contacted PRIOR to the game and made aware that the player will not be playing his minimum innings.

**O3. Batting Rotation** – All players present and eligible to play will bat in rotation.

Exceptions include:

1. An injured player’s position is skipped each time the batting position is due to bat in the rotation. A player who has missed his at-bat due to injury may return to the rotation in his original batting position.
2. An ejected player’s position will be counted as **one out** the first time the ejected player’s batting position is due in the rotation subsequent to the ejection. Thereafter, the ejected player’s batting position will be skipped. (See Also Rule O4)

Ex. 1 – Batter is ejected for throwing his bat. **Ruling:** batter is called out for this at-bat **and** his position will result in one out the **next** time it comes due in the batting rotation.

Ex. 2 – Runner is ejected for an infraction of the slide rule. **Ruling:** the runner is called out for the infraction and his position will result in one out the **next** time it comes due in the batting rotation.

1. A player who was not present at the start of the game must enter the game **in the last batting position** (exception Rule 3.b.b.)
   1. If the player arrives before the completion of the second inning, he must be put into the batting rotation, even if his team has batted through the rotation.
   2. If the player arrives after the completion of the second inning, the manager will have the option of **(a)** allowing the player into the rotation, or **(b)** omitting the player from the rotation for the entire game. If the manager opts to have the player omitted from the rotation, then the player will not play the field.
   3. If a player arrives late, the manager must notify the opposing manager immediately so that the player’s name may be added to the roster or noted as disciplinary if 3.b.b. was opted.

**O4. Ejections**

1. It is the policy of MHLBI to protect the safety of its players at all times. In accordance with this, the following infractions will result in an ejection of the player:
   1. Throwing of the bat or helmet – Player will receive a warning first if, in the umpires judgment, the infraction was not malicious. If the infraction was deemed malicious, the umpire will rule on immediate ejection.
   2. Violation of the No Slide Rule (see P7).
   3. A team warning is equal to a player warning.

**These ejections are not all inclusive, however, rules 2-6 apply to all ejection.**

1. A player who has been ejected from a game must:
   1. Sit on the bench for the remainder of the game.
   2. Sit on the bench in full uniform the next regular season or playoff game. If the ejection occurred in the last game of the regular season, the player must sit out the first playoff game.
   3. If the player does not comply with this rule for the remainder of his/her game and the next scheduled game, he/she cannot return until the penalty is fulfilled.
2. A manager/coach who has been ejected from a game must:
   1. Remain outside of the dugout for the remainder of the game, and may not be an active participant for the remainder of the game.
   2. Remain outside of the dugout and an inactive participant in the next regular season or playoff game. If the ejection occurred in the last game of the regular season, the manager or coach must be inactive the first playoff game.
3. In order for a player or manager/coach (ejected individual) ejection to be enforced, the umpire must record the player shirt number or manager/coach name on the score sheet of either the ejected individual’s team, the opposing team, or both and a brief explanation of the ejection. The league Commissioner will contact the ejected individual’s next opposing team’s manager to inform him that the ejected individual must sit out of their upcoming game. The league Commissioner will also contact the MHLBI Umpire Scheduler who will contact the umpire officiating the next game.
4. The manager may replace an ejected player with any eligible player on the bench.
5. If a player removal causes a team to have less than the minimum required players, the penalty will be deferred to the next game. The umpire must still follow rule O4.4

**O5. Protective Equipment**

1. All players must wear protective helmets which have been approved by the NFIOA or MHLBI. Those helmets supplied by the players must have the NFIOA designation on the helmet. If such designation has been removed, the helmet will be deemed illegal in a MHLBI sponsored baseball game. Helmets cannot be painted or altered in any way (i.e. decals, stickers, ect.). Managers are responsible for enforcing this rule.
2. Intentional removal of helmets (while time is in) while on deck, at bat, between and on the bases, is prohibited. **Penalty:** Player may be called out by the umpire. (See also Rule O4.1.a)
3. All male players must wear a protective cup. All Catchers must wear other required equipment. If all players are unable to wear the required Catcher’s equipment, the game must be forfeited. All female players are strongly encouraged to wear a protective cup.

**O6. General Rules**

1. Offensive team personnel must maintain a safe distance from the batter’s box by remaining seated on their designated bench.
2. A complete game shall consist of six innings or four innings on a called game. Home team need not bat in the bottom of the inning if leading. In the case of a tie, extra innings are allowed to be played if the game is still within the time limitations under rule O6.6.
3. Umpires will be provided be MHLBI.
4. Managers will be keeping score in league issued score books. Line up cards will be exchanged before the game. Each manager will then be responsible for turning in a game summary sheet to the concession stand after the game with the opposing manager's signature on it verifying the accuracy of the score (If playing in a different city, then by your next game). The winning manager will then need to enter their results on the website, instructions to follow. In case of score discrepancy, coaches will be required to hang onto their score books for cross referencing.  **Penalty:** Manager will be suspended for one game.
5. All fields starting time will be scheduled. Forfeit times will be 15 minutes after the scheduled time. Umpires will state the starting time. Umpire will contact a Board Member before declaring forfeiture.
6. No inning will start after one hour and fifty-five minutes from the start of the game. A new inning begins when the final out is made in the preceding inning. **Exception:** Time taken out for an official protest will be added to the game. (See Rule O7.4)
7. Batting practice prior to a game can only be done with wiffle balls or heavy balls approved by the Board in the outfield. **Penalty:** Possible one game suspension of the manager.
8. No swinging of bats (including hitsticks) outside of the field of play at any time.
9. Smoking, chewing tobacco, or drinking alcoholic beverages is prohibited inside the dugout or on the field. **Penalty:** One game suspension.
10. It is the manager’s responsibility to ensure that all litter in his/her dugout is removed and thrown in the garbage. If the dugout is found in an unacceptable condition after a game, the manager will be contacted to return to the field to clean the dugout. Failure to return will result in a one game suspension.
11. Incomplete/Suspended games will be replayed from the beginning. See O6-2

**O7. Protests**

1. A protest is an objection that the written rules governing MHLBI/CLYBSA have been violated. This organization will be governed by the current edition of the **Official High School Rules** and the supplement **Playing Rules** outlined herein.
2. Violation of an **Operating Rule** will not be subject to protest but will be subject to disciplinary action, which could extend to forfeiture of the game by the Board of Commissioners.
3. An umpire’s judgment call **cannot** be protested.
4. When an official protest has been initiated by a manager or acting manager, the umpire will note the time. At the end of the protest, the umpire will note the time lapse from the beginning of the protest and the end. He will inform both managers of the amount of time that will be added to the playing time of the game.
5. A valid protest must be registered by the protesting manager with the umpire and noted on both score sheets of record at the time of the violation (i.e. immediately after the protested play is completed but before the b all is again put in play).
6. A written protest must include the rule number that was violated and a description of the incident.
7. In the case of more than one protest, each protest must be handled separately.
8. Each protest must be accompanied by a **$20.00** good faith fee. If the protest is upheld, the fee will be returned.
9. The protest must be submitted to the League Commissioner **within 24 hours** of the protested games end.
10. Umpires and managers will be asked for a verbal statement on each protest.
11. The Division Commissioners will decide the protest with a majority vote.

**O8. Borrowing**

**Managers of 7 & 8 year olds may not borrow a player if he/she can field 10 of his/her own team players. Managers must borrow classified 7 year old players.**

If borrowing is necessary, the procedures are as follows:

1. Call the manager of the player you are interested in.
2. Verify with the manager that permission has been granted by the player’s parents.
3. Make sure the player’s home address and telephone number are available.
4. Notify the Division Commissioner of the player being borrowed.
5. Make notation on score sheet.

Specific rules for borrowing

1. An individual player may be borrowed 4 times total during the regular season. This will be administered by the Division Commissioner.
2. Each player may only be borrowed once by each team in the division.
3. Two players may be borrowed per game for a maximum of 10 players.
4. A borrowed player **will not** take the place of a player for disciplinary reasons without the Division Commissioner’s approval.
5. A borrowed player must play a minimum of three innings and **not more** than any regular eligible player in attendance at the game.
6. If the rules for borrowing are abused, the result will be a forfeit of the game by the Division Commissioner.
7. During the City Tournament two players may be borrowed per game for a maximum of 10 players.
8. Borrowed players must be a member of this league.

**O9. Rainouts**

1. **Rainouts:** Games that have been cancelled/suspended due to rain will be played as soon as possible following the rainout. Scheduling will be done by a committee and will try to consider the regular season schedules or the teams involved if possible. Each manager has one chance to refuse a date – if they are unable to play on the second date offered, the game may be forfeited.
2. **Reschedules:** For games that require rescheduling, an official “Request for Reschedule” form must be completed by the manager and submitted to their commissioner. The request will be reviewed by the commissioner and the rescheduling committee. As with rainouts, each manager has one chance to refuse a date – if they are unable to play on the second date offered, the game may be forfeited.
3. If inclement weather exists the day of a scheduled game, the team manager should call the rain out number, 248-542-4004, for information on game cancellations within ½ hour prior to the start of the scheduled game. **Note: Only team Managers should call this phone number. Do not give this number out to your players!**

**Playing Rules (7and 8 year olds)**

**P1. Distance Regulations**

1. Distance from Home Plate to Pitcher’s Plate is 46 feet.
2. Distance between bases is 65 feet.

**P2 Team Minimum Starting Players**

1. **A minimum of 7 players must be present at the beginning of the game to avoid a forfeit of the game.**
2. **If a team plays with 7, 8 or 9 players, the 8, 9 or 10 batting position is not an automatic out.**
3. After start of game no minimum players are needed to complete the game. If a team plays with less than 7 players the missing batting positions are not an automatic out.

**P3. Pitching**

1. The manager or assigned coach will operate the pitching machine for his/her own team.
2. Both the Home and Visiting Mangers will bring their assigned pitching machine to the ball park. The home team manager will have his pitching machine set up on the field at least 10 minutes before the scheduled start of the game.
3. If the batter fails to hit in 7 pitches (except if the 7th or ensuing pitches are fouled off) he/she will be called out.
4. No walks will be awarded to a Batter.
5. A Coach Pitcher may not:
   1. Interfere with a defensive player.

**Penalty:** The batter will be called out. Runners do not advance after an infraction occurs.

1. If a batted ball hits the pitching machine or coach it will be a dead ball. Baserunners return to their original base and the batter returns to the plate. This does not count as a pitch.
2. The settings for the pitching machine will be

A-4

B-3

C-3

1. The pitching machine: the black rubber cover on the rear foot will be placed so the front edge of the cover is even with the back edge of the 46 foot pitching rubber.
2. If it becomes necessary to make a minor adjustment to the ball placement screw after a couple of innings, both managers will make the necessary adjustment.

**P4. Defense**

1. The defensive team will field 10 players: four outfielders (right, right-center, left-center, and left field) and an infield consisting of the positions at 1st base, 2nd base, 3rd base, shortstop, catcher and pitcher. The player at the Pitcher’s position must be stationed within 8’ of the pitcher’s mound but no closer than the pitcher’s mound.
2. The Catcher will return a pitched ball to the Coach Pitcher.
3. Time may be requested from an infielder, 1st, 2nd, 3rd, shortstop, pitcher, catcher in fair territory on the infield dirt.
4. Once the umpire had declared time is out, a defensive player will deliver the ball to the Coach Pitcher.
5. The catcher must be a player; not a coach.
6. \*\*New\*\* In order for an infielder to call timeout, on an infield hit (ref. P5.9.A), a “baseball play” must be attempted.
   1. Baseball play-
      1. Attempt a putout (tag runner or base)
      2. Throw the ball to another infielder for an attempted putout
      3. Throw the ball to the player pitcher
      4. Catching a line drive or pop up for an out

**P5. Offense**

1. The offensive team will bat in rotation. See rule O3.
2. Lead offs and base stealing are not allowed.
3. Dropped 3rd strike High School rule does not apply.
4. No pinch hitter is allowed.
5. No designated hitter is allowed.
6. Bat size and weight rules as outlined in the High School rules do not apply. All bats must be in safe condition and designated for hardball play. Final judgment will be made by the Board of Directors.
7. Batter must take a full swing. Bunting is not allowed. If the batter squares to bunt, the pitch will be called a “strike”.
8. The infield fly rule as outlined in High School rules does not apply.
9. \*\*New\*\* For balls hit in the infield, baserunners and the batter may only advance a maximum of 2 bases from their starting base. There is no baserunning advancement limitation for balls hit into the outfield.
   1. An infield hit is any batted ball that remains in the infield dirt.
   2. An outfield hit is any batted ball that reaches the outfield grass on the ground, in the air, or deflection off of a fielder.
   3. If playing on a large diamond (ex. Memorial), then an outfield hit will be determined by the umpire’s discretion.
   4. A batted ball in the infield that is overthrown into the outfield or out of play must still follow the 2 base maximum.

**P6. General Rules**

1. Metal cleats are prohibited.
2. The Mercy Rule applies when a team is leading by 10 runs after 4 innings. The losing team’s Manager may opt to resign the game prior to the 5th inning.
3. Managers will exchange their score sheets before the start of the game. The score sheet will include only those players that are present.
4. The High School substitution rule does not apply.
5. The batting team may not score more than 5 runs in any half inning, unless the team is behind in the score. The team behind in the score may score as many runs to tie the game plus 5.
   1. A hit may not be taken away from the batter. For example, if a team has scored 4 runs any additional runs batted in by the batter shall be counted.
   2. The inning will end when the ball is declared dead or the last out is called.

**P7. Sliding Rules**

1. A runner will be called out for not sliding at any base except first base if any of the following occurs:
   1. A play is being made on that base, or the possibility of a play exists.
   2. Contact is made with a defensive player.
   3. Contact occurs within a reasonable distance to the base in the umpire’s judgment.
2. Interference rules will cover all contact made between a runner and defensive player where no play is made or exists.
3. Malicious contact could result in an out and ejection from the game. The umpire is given the authority to make this judgment call.

**Example of Rule:**

**Play:** Runner on 3rd base advances to Home Plate after Batter makes contact with the ball resulting in a ground ball to the Shortstop. The Shortstop attempts a put-out at Home Plate.

**Conditions:**

1. Runner slides and reaches home. Result: run scores.
2. Runner does not slide, reaches Home without contact to the Catcher. Result: run scores.
3. Runner slides and contact is made with the Catcher without being tagged. Result: run scores.
4. Runner does not slide, reaches Home, and makes contact with Catcher. Result: runner is out and run does not score.
5. Runner does not slide, reaches Home, drops shoulder and knocks Catcher out of the way. Result: runner is out, run doses not score, and Umpire will rule on ejection.
6. Hurdling any player covering a base or Home Plate is prohibited and the runner will be called out.