

GREAT BEND RECREATION COMMISSION MIDGET BASEBALL LEAGUE RULES

- 1. Player Eligibility:** This league includes boys in the 3rd & 4th grades of the current year or whose date of birth is on or between September 2, 2006 and September 1, 2008.
- 2. Registration:** Any youth wanting to sign up for a GBRC Youth Sports program must have their parents or guardian fill out and sign a Youth Consent Form and submit the appropriate fee at the GBRC office during the designated registration period. A one-week late registration period, with an increased fee, will follow the registration deadline for each youth sports program. Teams will be formed after this week. Sign-ups will be taken after the late registration week and placed on a waiting list to be utilized if players are needed to keep teams at optimum numbers. The individual will have to pay the late fee before they will be placed on a team and must be a player that is not on or just finished any current GBRC roster or similar outside competitive program. No player can be added for the tournament. Any individual signing up after the late registration week will not be guaranteed placement in the program.
- 3. Teams:** No more than fourteen (14) players are allowed on a team when enrollment numbers allow. Nine (9) players are used in the field.
- 4. League Play:** Each team will play a 8 - 10 game season. League play will conclude with a post season league tournament. No team will be allowed to play 4 games in one day, no exceptions. If this scenario happens then the 4th game will be played another day. Tournament will be extended. Tournament games could be as follows: During the week on normally scheduled days or a 2 day weekend tournament. Both league and tournament play will be completed by the July 31st.
- 5. Games:** Games will be played on weekday evenings and will start in accordance to the game schedule.
- 6. Game Time:** All warm-ups must be completed by game time. Game time is forfeit time. Each team must field seven (7) players at game time or forfeit. No automatic outs are recorded.
- 7. Game Length:** Games will be five (5) innings in length (4 ½ if home team is leading). The umpire will announce last inning after 1 hour and 30 minutes from the time the game begins. A game will be considered official after 3 innings (2 1/2 if home team is leading) if called because of time limit, inclement weather or other reasons, except when there is a tie. There will be extra innings if a tie occurs.
- 8. Home Team:** The second team listed on the schedule is the home team who occupies the third base dug out.
- 9. Run Rule:** Five (5) run rule or 3 outs per inning, whichever occurs first. 15 run rule after 3 innings (2 ½ if home team is leading); 10 run rule after 4 innings (3 1/2 if home team is leading). The Umpire may announce last inning at anytime if time limit is approaching.
- 10. Field Dimensions:** Base lengths will be 60 feet. The pitching distance will be 40 feet.
- 11. Ball Dimensions:** This league will use the Reduced Injury Factor (RIF) #10 baseball.
- 12. Coaches:** 1st and 3rd base coaches are allowed in their coaching boxes on offense. A defensive coach will be allowed on the field to instruct players during all practice games. Coaches are to verbally instruct only. Abuse of this position will result in the loss of a defensive coach on the field and runners could be advanced depending on the situation.
- 13. Line-ups:** Coaches will be required to turn in a line-up card that includes the player's first and last name and shirt number no later than ten (10) minutes before game time. Scorekeepers should not accept a lineup card without this information. Each player will be entered into the team's batting line-up and will bat each time it is their turn. All players will play two (2) innings in the field and start defensively every other game. No automatic outs will be recorded.
- 14. Jewelry:** No jewelry such as watches, rings, earrings, neck chains or bracelets are allowed (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
- 15. Shoes:** No steel cleats are allowed in any GBRC sponsored Baseball/Softball program. Rubber molded cleats are encouraged.

16. **Equipment:** All boys are strongly encouraged to wear an athletic cup. The catcher must wear a helmet, mask (with throat protector), body protector, shin guards and an athletic cup.
17. **Helmets:** Batters, on deck batters, base runners and bat boys/girls are required to wear their helmets properly at all times (PENALTY: The offending team will receive one warning. A subsequent violation of the rule shall result in an out being called on the offender.)
18. **Batters:** Batters and runners may not advance on a dropped third strike. An automatic out will be recorded. If the batter is hit by a pitch, before/ or after the ball touches the ground, the batter is awarded first base. It is still a wild pitch even though it touched the ground.
19. **Bat Throwing:** The batter is responsible for the bat. Any batter throwing or releasing the bat which endangers players, coaches or staff will be called out with no runners advancing.
20. **Bunting:** Bunting is allowed. Squeeze plays are not allowed.
21. **Batting Out of Order:** Anytime the scorekeeper becomes aware of a player that batted out of order, the scorekeeper must bring the violation to the umpire's attention. If the error is discovered while the incorrect batter is at bat, the correct batter may legally take his place and assume any balls or strikes. All other batting out of order situations will be handled according to the KSHSAA Rule Book.
22. **Courtesy/Pinch Runners:** Courtesy/Pinch runners are not allowed, except in the case of an injury.
23. **Base Running:** Base stealing is allowed, however the base runners may not leave base until the pitched ball passes the plate with the liability to be put out by the catcher. Umpires will warn each team only once per game. After the warning is issued, any base runner who leaves too soon will be called out by the umpire. Base runners may advance on passed balls by the catcher and steal second and third base, but not home. A throw must be made on the third base runner in order for him to advance home.
24. **Overthrows:** A base runner may advance as many bases as he can get on an overthrow that remains in play, except on an overthrow from the catcher to the pitcher. Runners may not advance on an overthrow from the catcher to the pitcher. If the ball goes into dead ball territory, the base runner may take the base he was advancing to plus one additional base.
25. **Slide Rule:** No crash plays will be allowed. A runner who is effecting the defense from making a play, must slide or be called out. Contact with the fielder while sliding is not a crash play.
26. **Infield Fly Rule:** The infield fly rule is not in effect.
27. **In-between Innings:** At the beginning of each half inning, not more than one (1) minute may be used to deliver not more than (5) warm-up pitches or seven (7) for a new pitcher, when teams are hustling. Excessive pitches or time will result in a ball being awarded to the batter. In the event the catcher made the last out or stranded on base, a coach or player is encouraged to warm-up the pitcher to follow the one (1) minute guideline.
28. **Pitching Limitations: Regular Season and Post-season tournament: a pitcher may pitch five (5) innings in any two consecutive games. Example: Game 1, the pitchers pitches 2 innings. Game 2, the pitchers has 3 innings left that they are able to pitch. Game 3, the pitcher has 5 innings minus the number of innings pitched in game 2. Doesn't matter how many innings were thrown in Game 1. Rain out games are not exceptions. One (1) pitch constitutes a total inning pitched.**
29. **Pitching Delivery:** A pitcher is prohibited from throwing a curve ball in this league.
30. **Intentional Walks:** Intentional walks cannot be declared. The pitcher must throw four (4) pitches beyond the strike zone for a walk to be awarded.
31. **Injured Player:** Any player who becomes ill or is injured and will not return to the line-up for the remainder of the game, will be skipped in the line-up with no automatic outs being recorded. If the player wishes to return to the game on defense only, an automatic out must be issued each time his turn at bat occurs.
32. **Protests:** Protests will not be allowed except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the umpire's attention. The umpire's decision is final.

33. **Other Rules:** All other rules will be followed by the KSHSAA Baseball Rule Book.
34. **League Awards:** First and second place medals will be awarded to players. The tie breaker procedure for teams in league award positions will be as follows:
- a) Head to head competition..
 - b) If still tied, co-champions will be declared.
35. **Inclement Weather:** All postponed games because of inclement weather or other reasons, will be announced on KVGB, KHOK, KZXL radio and GBRC information hotline at **793-3755 ext. 4**, not before 4:00 p.m. of the day of the postponement. Also, Face Book and www.greatbendrec.net for information. Make-up games will be scheduled as soon as possible and coaches will be notified.
36. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
37. **Drugs and Alcohol:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program.
38. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)