

**STATESBORO-BULLOCH COUNTY PARKS AND RECREATION DEPARTMENT**  
**Midget Baseball Policies and Rules**

The Statesboro-Bulloch County Parks and Recreation Department's baseball/softball program is offered for all boys and girls ages 5 through 18. This program is designed so all of Bulloch County's youth may have the opportunity to participate in a well organized, safe and fun program. The program is designed to teach the participant the fundamental skills involved in baseball/softball such as hitting, throwing, catching and base running, as well as the basic rules of the game.

**Article I: ELIGIBILITY**

- A. The age of a participant on August 31<sup>st</sup> will determine which age division he will participate.
- B. Age Classifications for Midget baseball is 12 and under prior to September 1<sup>st</sup>.
- C. A participant is allowed to compete in only one age division.

**Article II: REGULATIONS**

- A. Governing Rules
  - 1. The local governing body for youth programs is the Statesboro-Bulloch County Parks and Recreation Department.
  - 2. Statesboro-Bulloch County Parks and Recreation Department uses the current regulations and rules of the GRPA (Georgia Recreation and Parks Association) and of the Georgia High School Association constitution and by-laws with exception as may be found in this manual.
- B. Games
  - 1. A regulation game shall consist of six (6) innings or one (1) hour and thirty (30) minutes time limit (90 minutes).
  - 2. A game tied after regulation play will remain a tie.
  - 3. The score for a forfeited game shall be recorded as 7-0.
  - 4. A game shall be considered complete after five (5) innings with eight (8) runs, four (4) innings with twelve (12) runs, or three (3) innings with fifteen (15) runs. Teams may utilize any time left on the clock for practice.
  - 5. Policy on inclement weather - Regular season games stopped in progress will be considered complete if more than half the game time (45 minutes or more) or innings (3 or more) have been played. Games not started will be made up as soon as possible if time allows.

**Article III: SPECIAL PROVISIONS**

- A. Equipment & Uniforms
  - 1. Catchers should wear full protective equipment, provided by SBCPRD, including mask,

protective helmet, body protector and shin guards. **Protective cups, furnished by the participant, is imperative (even in warm-up).**

2. All batters, base runners and offensive players outside the dug out must wear the protective batting helmet with facemask. If the helmet is removed intentionally, they will be ruled out.
3. The official bat shall be round, and a made of wood, metal or other acceptable material for batting as approved by Georgia High School Association. Bat sizes shall not exceed thirty-three inches (33") in length and two and one-quarter inches (2 1/4") in diameter. Bats that are damaged or altered will be ruled illegal.
4. All players should be in full uniform issued by SBCPRD, including a cap and team jersey. The gray baseball pants, socks, shoes and glove is to be furnished by the participant. (NO STEEL CLEATS) No jewelry may be worn during the games. Braces must be wrapped with an ace bandage.

B. Playing Field

1. The pitching distance for Midget baseball shall be forty-six feet (46') from home plate.
2. Base distance will be 60'.

C. Playing Terms; Practice & Game Requirements; Substituting; Coaching, Bench, Player and Spectator Conduct

1. The home team sits on the first base side of the field. The home team is the team listed on the right side of the schedule. (IE: Tigers vs Bears: The Bears would be the home team).
2. Line-ups shall be given to the official scorekeeper ten (10 minutes) prior to game time. All players present must be listed in the batting order (or substitutes) and any ten (10) may play defense. If a player is late, they will be added to the bottom of the batting order. (If a player is not being played due to missing practice/game, the scorekeeper must be notified).
3. It is the parent's responsibility to get their child to all practices and games. The coach should be contacted if a player will not attend practice or a game. The coach may bench the player for missing practice/game.
4. A team must start and finish game with no fewer than seven (7) players.
5. It is recommended that all players who attend practice should play at least three (3) innings or half the number of innings played per game. All eligible substitutes (who have not been in the game) should enter the game at the fourth (4th) inning or after 35 minutes of time has expired, which ever comes first.
6. If a player does not play for disciplinary reasons, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:
  - 1st offense: Verbal warning
  - 2nd offense: Written warning
  - 3rd offense: Suspension of coaching duties

\*\*\*Any confirmed violations may result in immediate dismissal.

7. SBCPRD youth baseball/softball program has free substitution, except pitchers.  
\*A starting pitcher may withdraw from the game and re-enter once. A substitute pitcher may not re-enter.
8. Only certified coaches designated by the Recreation Department will be allowed in the dugout. Coaches shall not leave the dugout except to coach bases or confer (charged time conference) with the players or umpires. All persons entering the dugout shall be players or a certified & designated coach.
9. A coach or assistant coach may sit, kneel or stand just outside the dugout gate to direct the defense. However if the umpire deems that you are interfering with the base coaches you will go inside the dugout. All persons entering the dug-out shall be limited to players and certified coaches (one coach and two assistants). Coaches must notify the Department staff in the event of an injury to any player, whether the accident occurs during practice or during a game.
10. There will be no hollering or harassing the players on the opposing team by parents, spectators, players or coaches.
  - Any player, coach, or spectator acting in an unsportsmanlike manner, or in any way that could prove detrimental to the league players, umpires, staff or spectators will be subject to disciplinary action by SBCPRD and asked to leave the facility.
11. **No use of any tobacco products is allowed on the premises of any Statesboro – Bulloch County Parks & Recreation Department Facility.**

D. Pitching and Charged Conferences

1. Any player whose name appears on the team roster may pitch in not more that six (6) innings per week during regular season games. (The week begins on Monday and ends Sunday).  
\* If games are suspended, the pitching regulations will still apply.  
NOTE: The penalty for violation of using a pitcher who is not eligible to pitch will result in forfeiture of the game provided it is reported or discovered prior to 5 p.m. the next day.
7. No balks will be called in the Midget league.
8. **No curve balls will be permitted.** A pitcher will be allowed to throw a change up pitch (a slow thrown ball). If in the umpire's judgement, the pitcher is throwing breaking balls (curve balls) an illegal pitch will be called and the batter will be awarded a ball. If the pitcher continues to throw curve balls (breaking balls) on or after the fifth (5th) pitch, the pitcher will be removed from the game.
9. If a pitcher hits a batter and in the umpire's judgement, it was intentional, the pitcher is automatically ejected from the game. If a pitcher hits three (3) consecutive batters during a game, the pitcher must be removed from the mound but may play another position on defense.
5. Each team will be granted three (3) charged conferences (defense) per game without penalty. Any defensive charged conference in excess of three (3) will result in removal of the pitcher from the pitching position for the remainder of the game.

## E. Batting and Baserunning

1. Any player throwing a bat, helmet, etc. (equipment) will result in a team warning the first time and any time after the warning any player who commits this act will be called out. If the situation is flagrant, no warning may be granted and the player maybe ejected (umpires judgement).
2. Three (3) strikes results in an out and four (4) balls results in a walk.
3. Bunts are legal!
4. Ten batters (10) or three outs (3) will constitute an inning. When the tenth batter comes to the plate, the official scorekeeper will tell the plate umpire, who will notify both teams. The inning will end by:
  - (1) When the tenth batter comes to the plate, this will be treated as if there are two outs.
  - (2) Any forced out or caught fly ball.
  - (3) The ball is in front of the runner closest to home plate so that no one can score.
  - (4) Retrieving the ball and touching home plate (on the tenth batter).
  - (5) In the judgement of the umpire, if a player is intentionally walked, the next player will bat even if it is the 10th batter. Batter hits, end inning. Intentionally hit, 11th batter.
5. There will be no intentional walks.
6. Any player unable to bat due to illness, injury, or school function will not be called out; his position in the batting order will be skipped. (The player with the illness or injury must be verified by the field supervisor and his/her parents.) \* Once a player is declared injured or ill, they will not be allowed to re-enter the game. The player who made the last out may replace an injured runner.
7. The batter will not be allowed to run (advance to 1st) if the catcher misses or drops the third strike. All runners on base may advance at the risk of being put out.
8. Base stealing:
  - A baserunner is required to stay in contact with the base until the pitched ball has reached home plate, then and only then the baserunner is permitted to advance at his/her own risk of being put out. A delayed steal is legal **only** when that base runner is making a **progressive** movement toward the next base. Any motion toward the previous base will create a dead ball situation with time being called. If a runner stops, but does not make a motion towards the previous base, it is the fielder's responsibility to make the baserunner commit.
  - 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 the pitch is canceled. All other runners must return to the base held at the time of the pitch.
  - Baserunners are responsible for contact, they will not be allowed to run over any fielder. (Penalty: the baserunner is out.) If in the judgement of the umpire the contact is malicious the player is out and ejected from the game. On a play at the plate, the baserunner must make every effort to avoid contact.
8. The offensive (Batting Team) team may be granted no more than one (1) charged

conference per inning to permit the coach to confer with baserunners, the batter or any other offensive team personnel.

9. Infield fly rule is in effect.
10. There will be no head first sliding. The baserunner will be automatically called out. A player may dive back to a base if he/she has over run that base and is attempting to return to that base.

F. DEAD BALL-TIME CALLED

1. When a player or coach requests "Time" the ball is dead only when the umpire grants "Time".
2. The defensive team must return the ball to the infield and in the possession of a player, either at the pitching rubber or in advance of the baserunner closest to home plate and that player asking for "TIME".

#### Article IV. League Standings

1. League Standings will be determined by winning percentage.

Winning percentage is figured by wins/losses/ ties.

Win= 1 Point

Loss= 0 Point

Tie= .5 Point

The percentage is figured by Total Points divided by Total Games Played.

In the event of a tie in the league rankings the tie breaker will be head to head competition. If the teams remain tied after head to head competition, the next tie breaker would head to head record against the next highest ranked team in the league. This will continue down through the ranks until a winner is determined. If the teams remain tied after the head to head records a coin flip will be used to determine the winner.

2. Season ending tournament will be seeded based on league standings.