

MITE DIVISION

1 Batting Helmets

- (a) Batting Helmets must additionally have an approved full face cage.

2 Player Rotation

- (a) **COACHES MUST STRIVE FOR EQUAL PLAY OF ALL PLAYERS.**
- (b) **All players must play the minimum of every other inning and no player will be sat out a second time until all players have sat out for one inning.**
- (c) The same applies for sitting a third inning, if necessary. Exception to this is for injury, sickness, or personal hygiene.

3 Pitcher's Rules

- (a) A pitcher may pitch a maximum of 2 consecutive innings and a maximum of 3 innings in a game.
- (b) Any appearance in an inning shall count as an inning pitched.
- (c) An exception to this rule is a pitcher who replaces for reason of injury
- (d) Any pitcher who hits 2 batters in one inning (not necessarily consecutive) shall be removed from the pitching position for the remainder of that inning.
- (e) Should the pitcher hit a total of 3 batters in the course of the game, that pitcher is not allowed to pitch for the remainder of the game.
- (f) The ball must directly hit the batter. A ball that hits the ground then hits the batter does not apply, but is still a dead ball and the batter awarded first base at the discretion of the umpire.

4 Fielding Rules

- (a) A maximum of 10 defensive players can be on the field at one time.
- (b) 8 foot circle with the pitching plate line must chalked in and around the pitchers plate.
- (c) Outfielders must be a minimum of 5 feet beyond baseline area in fair territory.
- (d) The infield fly rule is NOT in effect.
- (e) No lead offs or Bunting is allowed.
- (f) The batter can not become a base runner when the catcher fails to catch the third strike.
- (g) Stealing bases is allowed after the ball crosses home plate.
- (h) The base runner may not steal more than one base at a time.
- (i) They can attempt to steal home plate on a passed ball.
- (j) On the throwback from the catcher to the pitcher the ball is considered dead and no play is allowed.
- (k) On a walk, the batter must stop at first base. Stealing second base in a continuous motion from the plate is not allowed.

MITE DIVISION

- (l) **If the pitcher has possession of the ball within the 8ft circle, any base runner must immediately attempt to advance to the next base or immediately return to the last base touched. Any movement back or forth shall result in the base runner being called out.**

5 Game Length

- (a) Games shall be a minimum 3 innings with no new innings starting after 80 minutes.
- (b) **There is no open inning during regular season and non medal playoff games. All innings have a 5 run limit. The 5th inning in playoff medal games will be an open inning.**
- (c) In the event of inclement weather or time elapsed, the game will be considered complete if the home team is leading after 2.5 innings or the visiting team is leading after 3 innings.
- (d) Medal games shall be 5 innings and NO time limit. Pitching rules apply.
- (e) In the event of a tie in a playoff or medal game, additional innings will be played until a winner is declared.
- (f) For playoffs: The international tie breaker rule is in effect.
- (g) After 5 innings pitching rules no longer apply.

NEW

6 Call up of Players

- (a) Call ups are allowed from the Tyke Division only.
- (b) Call-ups are allowed to bring a team to a maximum of 10 players.
- (c) Coaches should verify team attendance prior to requesting call-ups.
- (d) If a player is called up and will bring the team to more than 10 she must still be played as if a member of the team. The call-up player must wear her regular uniform.
- (e) Call-ups that arrive during the game can only play if the team has less than 10 players
- (f) Call-ups may not be used in the pitching position.
- (g) Call-ups may not come from the REP division.
- (h) All call-ups should be arranged through the TYKE division Convener. If the Convener cannot be reached, then the coach may contact the TYKE division coach or the player directly.
- (i) The MITE division team may call up the same TYKE player a maximum of 5 times for the regular season and playoffs combined.

7 Catcher Substitution

In order to speed up the game, when there are 2 out and the catcher is on base, the coach may replace the catcher with a substitute runner. The runner must be the last out for that inning.

MITE DIVISION

Addendums tentatively effective until July 1

8

- (a) This rule will be in effect until the first week of July or earlier if the coaches and convenor agree otherwise.
- (b) The pitcher will face the first five batters only. If 3 outs are recorded before the sixth batter the inning is over. Otherwise, the batting team's coach will come in to pitch to her or his players. The inning is over when 3 outs are recorded or 5 runs have been scored.
- (c) The replaced pitcher will remain at her position as the pitcher's helper. She will stand behind the pitching plate line before each pitch.
- (d) The coach must pitch from the pitcher's plate.
- (e) Base stealing is not allowed when a coach is pitching.
- (f) Each batter will receive up to 3 pitches from their own pitcher. There are no balls or strikes called. After the 3rd pitch if the batter has not gotten on base, the batter is called out.

1 Pitcher's Helper

- (a) The pitcher's helper must wear a batting helmet with cage
- (b) One defensive player will play within the 8-foot pitching circle, behind the pitching rubber
- (c) The catcher will return the ball to this player and not to the pitching coach.
- (d) The Pitcher's Helper must stay within the 8-foot circle until the ball has been hit. She may leave the 8ft circle to retrieve a ball and make a play.
- (e) The Pitcher's Helper must stand beside the pitching coach when the coach is pitching.
- (f) If a ball is batted to the Pitcher's Helper **within** the 8-foot circle, she may make an out **only** by throwing the ball to a baseman. She may not run the ball to a base, home plate, or tag the base runner. If she runs with the ball outside the 8-foot circle attempting such a play the umpire will rule the offended player safe.
- (g) EFFECT: The purpose of this rule is to promote throwing and catching the ball and to develop team play.