

2024 Willowick Baseball

Mite Division

Age Cut-Off	5/1
Pitching Mound Distance	40' w/pitching circle
Base Distance	60'
M Bat Restrictions	Max 2 ¾ diameter
Umpires	1 Base Umpire & 1 Plate Umpire
Regular Season Game Days	Tuesday, Thursday, or Friday
Game Start Time	6:30 PM
Grace Period	10 Minutes – if game is not started by 6:40 PM, team short on players will forfeit 6-0
Game Time Limit	2 hrs. – no new inning to start after 8:30 PM. Innings that start before 8:30 PM can end after 8:30 PM. Umpires have discretion for darkness, weather, and field conditions at any time.
Minimum # of players	8 – late players may be added to end of batting order
Defensive Team	10 Players – 6 infielders, 4 outfielders
Call-Ups	To make 9 players only – Regular Season Games: From same age division or one level down, must be registered with respective community league – no outside players – can only play outfield. Playoffs: From one level down ONLY – can play any position
# of innings per game	6
Run Limit per Inning	5 Runs with Continuous Play Continuous Play means a team may score more than 5 runs if additional runs come in the same play as the 5 th run is scored. A MAX of 8 runs is thus possible per inning. The last inning is unlimited, meaning an unlimited number of runs can be scored.
Mercy Rule	N/A
Mandatory Play Time	2 innings – 6 defensive outs – PLAYERS MUST BE ROTATED. No more than two innings at any one position and all players are to have one rotation in the outfield.
Conduct	Any player or coach ejected from a game is ineligible to play the remainder of that day, as well as the next game (regular or tournament)

Mandatory Scorebooks	Home Scorebook is the official book for reported scores, if any discrepancies, league directors will resolve.
Metal Spikes	NO
Non-permitted attire by Pitcher	N/A
Pitch Count Restrictions	Innings 1 & 2 – Coaches Pitch Batter gets 7 total Pitches, including foul balls. Innings 3 & 4 – Kid Pitch At Ball 3, Coach comes in and finishes. Pitches up to 7 total pitches. Innings 5 & 6 – Coaches Pitch Batter gest 7 total Pitches, including foul balls
Pitcher Warm-Up by Coach	YES
Calling Time	NO – Pitcher Must Have ball for play to end
Catchers Permitted to Pitch	YES
Catchers Pitching Restrictions	NONE
Coaches on Field of Play	YES
Continuous Batting Order	YES – but the half-inning is over once the offensive team: *3 rd out occurs *Inning Run Rule occurs *Entire lineup bats
Lead Offs	NO – Baserunners may ONLY leave the base after the ball crosses home plate. One warning per team, after that all runners leaving early will be called out
Courtesy Runner	Use last out to run for pitcher/catcher when there are two outs.
Thrown Bats	Warning to both benches on the first occurrence and thereafter the batter will be called out for throwing a bat.
Collisions	Understand the following, whether intentional or unintentional: *Offensive Interferences is the act (physical or verbal) by a member of the team at bat who illegally impedes, hinders, or confuses any fielder: or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline. *Defensive Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to contact a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases unless the fielder is in possession of the ball or making the initial play on a batted ball. The act may be physical or verbal.
Balls Hit in Outfield	Play is continued until a hit ball is returned and controlled by a pitcher on the mount. The infielder is encouraged to try to make a play on any runner who is moving in the basepaths. If infielder chooses not to, the infielder must get the ball to the pitcher

	<p>as quickly as possible. Play is dead once the pitcher has control of the ball.</p> <p>If the pitcher has control of the ball on the mound and infielders choose not to get the runners out, then the runners who are moving in the baseline must immediately decide to either continue to the next base or return to the last occupied base. If the runner freezes with no intention to move in the baseline, then they must return to the base that they last occupied.</p>
Sliding	NO
Overthrows	Only 1 Base Advanced on an Overthrow
Stealing	NO
Uniforms	All players must have their shirts tucked in and hats worn in proper manner. No player will be permitted to play in shorts.