

2022 LITTLEST HEROES TOURNAMENT
RULES OF PLAY – MITEY-MITE

COACH PITCH:

1. PLAYING FIELD AND EQUIPMENT

- 1.1 Bases: The bases are set 60 feet apart.
- 1.2 Pitcher's Mound: The pitching mound shall be in the center of the infield 43 feet from home plate.
- 1.3 Bat: There is NO BAT RESCRIPTION.
- 1.4 Cleats: Metal Cleats are not permitted.
- 1.5 Uniforms: Jerseys, caps and baseball pants must be worn during the games. All players on the same team must have the same uniform during regular games.
- 1.6 Catchers: Any player crouching behind home plate must be wearing the proper protective equipment, including a cup.
- 1.7 Regulation League Baseball will be used.

2. DEFINITION OF TERMS

None

3. GAME PRELIMINARIES

- 3.1. A team must have at least eight (8) players present.
- 3.2. A maximum of ten (10) players may be placed in the field with four (4) outfielders.

IMPORTANT: 4th Outfielder must be at least 10 feet beyond where the grass meets the infield dirt!

4. STARTING AND ENDING THE GAME – TIME LIMIT

- 4.1. A regulation game is 6 innings or 1:45 minutes, finish the inning. A new inning starts when the last out is made or the 7th run scores in any inning before the 6th inning.
- 4.2. A legal game lasts at least 4 full innings.
- 4.3. Base Coaches: There may be adult coaches in the first and third base coaching boxes when the team is at bat.
- 4.4. Defensive coaches are not allowed in the field during play or in the outfield. A coach may call time out to instruct the players by requesting time from the umpire.

5. PUTTING THE BALL IN PLAY

- 5.1. The end of a half inning will occur when one of the following first occurs:
 - 5.1.1. Three (3) defensive outs are made.
 - 5.1.2. The team at bat scores 7 runs with the exception of the 6th inning when there is no limit on the runs.
- 5.2. Time out may be called only by an infielder in control of the ball and only when on the infield. The umpire must recognize and grant the time out to stop play. If the runner is over half way to the next base, the runner will get the next base and if the runner is less than halfway to the next base, they will return to the previous base (umpire's discretion). If this results in two runners occupying the same base after time has been called, the lead runner will be called out.
- 5.3. The infield fly rule does not apply.
- 5.4. The hidden ball trick is illegal.

6. THE BATTER

- 6.1. A league approved batting helmet must be worn while hitting.
- 6.2. The batter gets eight (8) pitches to put the ball in play.
- 6.3. A strikeout consists of three (3) swinging strikes. A strikeout is counted as a defensive (team) out. A batter may not be called out on a foul ball.
- 6.4. Bunting is not allowed.
- 6.5. A hit batter is considered a ball. The batter does not take first base.
- 6.6. Only one player is allowed in the on-deck circle. The remaining offensive players should be on the bench.

7. THE RUNNER

- 7.1. If a batted ball hits a runner, the runner returns to the bench and it is counted as a defensive out. The batter is awarded first base.
- 7.2. Lead-offs and base stealing is prohibited.

2022 LITTLEST HEROES TOURNAMENT

RULES OF PLAY – MITEY-MITE

- 7.3. Batting helmets must be worn while running the bases.
- 7.4. Interference will not be called unless it is deliberate and/or willful.
- 7.5. If there is a play on the runner at any base, the runner must slide or avoid contact. A play is when the defensive player is within 5 feet of the base with the ball or in place to receive a thrown ball. If the runner does not slide and there is contact with the defensive player, the runner is called out (a defensive out). Deliberate barreling at any base will result in ejection from the game.
- 7.6. A player who has made an out cannot remain on the base and must return to the bench.

8. THE PITCHER

- 8.1. The team at bat will provide an adult who will pitch the ball with an overhand delivery.
- 8.2. The player playing the pitcher position must be within 6 feet of the adult pitcher.
- 8.3. The adult coach must make every attempt to avoid interference with a ball in play.

9. THE UMPIRE

- 9.1. The umpire is the accredited representative of the Tournament.
- 9.2. The umpire will have the authority to rule on any situation not specifically covered in the rules.
- 9.3. The umpire will cover the ground rules and any other rules deemed necessary before each game.
- 9.4. The umpire will halt play if there is visible lightning in the area.
- 9.5. No manager may enter the field of play without asking for and receiving time out from the umpire.
- 9.6. In the case of an injured player, the umpire will immediately call time (dead ball) to allow treatment of the injured player. The umpire will decide where the runner(s) would have been had the ball continued in play and position them accordingly.
- 9.7. There are no protests.

10. ROSTER BAT

- 10.1 One or Both Teams may elect to Roster Bat. If a Player is hurt or injured and can not take their turn in the batting order, you simply skip that spot. If a Player has been ejected {for any reason} and no legal substitute is available, **AN OUT** must be taken in that spot in the batting order.

Revised 1/15/2022