

Rules – The current edition of USSSA Rules shall apply with the following exceptions in the Midget Division:

The following exceptions apply to the **MIDGET DIVISION**.

1. Bases shall be 50 feet apart. **FIRST** year pitching shall be 30 feet. **SECOND** year pitching shall be 35 feet.
2. A time limit of one hour and 15 minutes shall apply.
3. Five innings constitute a game except in case of unfavorable field conditions when three innings constitute a game.
4. Third called or missed strike is out.
5. The infield fly rule shall not apply.
6. **FIRST** year: There shall be no base stealing. **SECOND** year: Base stealing shall be limited to one base (even on an overthrow) and no stealing of home.
7. Pitching **EXCEPTION** for **FIRST** year only:
 - a) NO WALKS SHALL BE ALLOWED
 - b) When a batter reaches a 4-ball count, the offensive coach will step into the pitching circle and pitch to his batter (who will retain her count) a MAXIMUM of 2 pitches (exception allows additional pitches if the batter hits foul balls). When a batter hits a ball into fair territory, the batter is allowed first base only and base runners will advance only one base. If the batter fails to hit the ball into fair territory from coach/ pitcher pitches, the batter is out and retired.
 - c) A coach, or someone designated, shall pitch underhand to his or her own players.
 - d) If the coach/pitcher is struck with a hit ball, the ball is dead. All runners on base return to their bases. Replay the pitch.
 - e) If, in the judgment of the umpire, the coach/pitcher intentionally interferes with a batted or thrown ball, ball, the batter shall be called out and runners returned to their original bases.
 - f) The pitcher (youth player) must play even with or behind the coach/pitcher who will not interfere with defensive play. The pitcher (youth player) must have both feet within the pitching circle until the ball is hit.
 - g) Quick pitches shall not be allowed. The coach/pitcher shall signify beginning of play by raising the ball with an out- stretched arm before each pitch. If, in the judgment of the umpire, a quick pitch is made, a “dead ball” shall be called immediately and play restarted.
 - h) If the coach/pitcher hits the batter with a pitched ball, it will be counted as one of the pitches. If the player/pitcher hits a batter, the batter is awarded 1st base.
 - i) Coach-pitchers may communicate with their batters without leaving the pitching circle, however, should keep it at a minimum to avoid delay of the game.
8. A base runner is allowed to lead off after the pitcher releases the ball. The catcher can throw to the base and attempt to get the runner out after the pitch. If the catcher throws the ball to the base occupied by the runner, the runner may advance from first to second base as long as a runner was not on second prior to the pitch being released; or from second to third base as long as a runner is not on third prior to the pitch being released. The runner is only allowed to advance one base on the play. No runner may advance to home.
9. 10th Batter rule: 10th batter rule is for first and second year midget. In each team’s at bat, if three outs have not occurred before the 10th batter comes to the plate, the 10th batter rule will be used. When the 10th batter comes to the plate, both teams will be notified. If the 10th batter hits the ball into fair territory, the runners may advance until play ends or there is a third out. The play ends when the ball is controlled by a defensive player inside the 8-foot pitching circle. In second midget, if the batter walks, a run is scored only if the bases were loaded.
10. **Run Rule:** If a team is ahead by 15 runs or more at the end of 2 complete innings, 12 runs or more at the end of 3 complete innings, or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.