

2026 Rock Ridge Youth Baseball - Majors Level Rules

1. The Major level includes players 11 or 12 years old. A player may not turn 13 before May 1st.
2. Majors games will be six (6) innings. No time limit.
 - a. In the event of a game being suspended due to weather or darkness, the game will be picked up where left off, unless 3 1/2 innings have been completed with the home team ahead, or 4 innings completed with the visiting team ahead in which case we would have an official game.
3. Field Dimensions
 - a. 75 foot bases
 - b. 52-foot pitching distance
4. There is NOT a “maximum run per inning” rule in effect.
5. 10 Run Rule is in effect after 4 innings or 15 runs after 3 innings, then game is over
6. **Home team** bats last and should use the 1st base dugout.
7. **Home team** is designated to run the scoreboard for **all** games
8. Metal spikes are not permitted.
9. Bats
 - a. Big Barrel Bats (larger than 2 1/4 inches in diameter) - only the following big barrel bats made by approved USSSA or USA licensed manufacturers will be allowed: 1) Bats made with the USSSA or USA mark 2) Wooden bats
 - b. Small Barrel Bats (2 1/4 inches in diameter or less) - only the following small barrel bats made by approved USSSA or USA licensed manufacturers will be allowed: 1) Bats made with the USSSA or USA mark
10. Teams will use a continuous batting order (i.e., batting lineup will include all players, no pinch hitting or hitting substitutions).
11. A minimum of seven (7) players is needed to participate in a game. However, teams should still play the game in a scrimmage fashion and utilize players from both teams to equal out the numbers.
 - a. If a team only has 7 or less players, their 8th (absent) batter will **NOT** be considered an automatic out every time through the batting order.
 - b. Player single game move-up policy. If a team is in a position to have to forfeit a game, they may utilize non-rostered players as long as both of following statements are true: 1) the non-rostered player is registered on a RRYB team and

2) the non-rostered player is rostered on a RRYB team at a lower level (i.e., minors).

- i. Majors coaches will be given contact information for head coaches at the minor's level at the beginning of the season for purposes of gathering information on player skill level and availability.
 1. Minors players are NOT allowed to play in a Majors game if they have a scheduled Minors game at the same time.
- ii. Majors teams shall only move-up enough players to get to a total of nine (9) players.
- iii. Players that are moved up shall play in the outfield only (unless for some reason there are more than four move-ups required).
- iv. Players that are moved up shall be placed at the end of the batting lineup.

12. A pitcher is limited to three (3) innings per game and six (6) innings per week.

Tournament play: A pitcher may pitch six (6) innings per week. One pitch constitutes an inning. All this includes travel ball tournament. Coaches (travel and league) should communicate during the week about innings pitched and respect. Violation of the pitching rules will result in the following: 1st offense – warning. 2nd offense – forfeit the game. **Coaches must document the innings pitched each week. (Scorebook).**

- a. Once a pitcher is removed from a game, they cannot re-enter as a pitcher later in the game.
- b. If a pitcher hits 2 batters in 1 inning or 3 per game, he/she must be removed from pitching for the remainder of the game. Player can still play other positions.

13. No intentional walks will be allowed.

14. No balks will be called.

15. Umpires calls are final. No Protesting!

16. Catchers are required to wear full gear that is approved by RRYB including mask, chest protector and shin guards. Additional athletic pelvic protection is strongly encouraged (jock/jill cup)

17. In a situation where there are two (2) outs and the catcher is on base, coaches are encouraged to use a courtesy runner for the catcher to allow the catcher to return to the dugout and get gear on. The courtesy runner must be the last batter in the lineup to record an out.

18. Baserunning

- a. Can advance on dropped 3rd strike provided 1st base is unoccupied or there are 2 outs.

- b. Once pitcher has the ball on mound, runner cannot leave base until the ball leaves pitchers' hand (no leading off). 1st offense-warning. 2nd and subsequent offenses – runner is out
 - c. All other base running is advance at your own risk.
19. A runner hit by a batted ball in play is out.
 20. Only 1 on deck hitter is permitted and must be behind the batter.
 21. Bunting is allowed.
 22. Hitters and base runners must leave their helmets on the entire time they are on the field.
 23. Players cannot wear jewelry of any kind (except medical bracelets).
 24. Parents are not allowed on the field of play/dugout during a game – except in an injury situation. This includes picture taking.
 25. Severe Weather Policy: If lightening is visible at the field during a practice or game. Lightening rule you must wait 30 minutes from the last strike, all kids off the field. If you are going to be delayed more than 45 minutes then game will be called. Coaches have discretion for cancelling practices. Severe weather- watch your Team Reach for updates. If any sirens are going off then the game is cancelled and will be rescheduled per rules.
 26. Coaches are encouraged to shuffle players around during the game