



BASEBALL SPRING/FALL RULES: MAJOR LEAGUE

MAJORS: AGES 11 and 12 (5th / 6th Grades)

PURPOSE: This is a competitive league with emphasis on full skill development and good sportsmanship.

1. GENERAL GAME RULES:

- a. Umpires will have complete control and authority of all games. Prior to the game, the home team or host organization shall rule on field conditions. Once the game starts, the Umpire governs delays or whether the playing field is safe. Exception: at facilities equipped with lightning detection systems, the guidelines for the detection system must be followed.
- b. A minimum of eight (8) players and a maximum of nine (9) must be fielded at all times. A team can begin the game and play with eight (8) players. If a team needs to call up a player from Minors, they must first discuss with the League President. This player must be currently playing for a Minors house league team. The player cannot be playing for any travel team (BYB or otherwise). The Coach using a call-up player must declare to the opposing coach and umpire they are using a call-up player. The call-up player must bat last, and may not play catcher or pitcher. The call-up player is subject to all other league rules.
- c. No player will sit out for two (2) consecutive innings, nor will a player sit out a 2nd inning before all other players have sat out for one (1)inning.
- d. No player can play any position more than three (3) innings in a game. A catcher may play no more than four (4) innings in a game.
- e. All players must play a minimum of one (1) inning in the outfield during the first five (5) innings.
- f. Metal spikes are not allowed. Plastic cleats, turf or gym shoes are allowed based on the playing surface.
- g. Unlimited defensive substitutions are allowed.
- h. Game times are to be respected, but traffic may cause game delays due to travel between towns. Forfeits for game delays are discouraged and are approved only by the League President.
- i. Games will be seven (7) innings unless the time limit constraint comes into effect.
- j. Four (4) innings will constitute an Official Game.
- k. No new inning may be started after the actual game time has reached the 2 hour time limit. The game will end once that inning has ended.

l. A twelve (12) run mercy rule is in effect after five (5) innings (four and a half (4.5) innings if the home team is winning) or ten (10) runs after six (6)innings (five and a half (5.5) innings if the home team is winning).

m. The first 4 innings will have a 5 run max rule. *The only exception to this rule is that the last play of the half inning shall be allowed to finish. If additional runs are scored on the final play *due to a home run or ground-rule double*, those runs shall count. *In any other situation (base hit with ball in play, error), the inning shall end upon the 5th run scored and any live baserunners will be held at the "third base wall."* Innings 5,6,7 will be unlimited and will revert to the Mercy Rule.

n. Throughout the entire game, only 2 runs per inning are allowed to score from 3rd base via a wild pitch or passed ball. Once the 2nd run scores, runners at 3rd base may only advance via dropped 3rd strike, batted ball or walk. This promotes the development of the pitcher and catcher in these situations.

o. Jewelry shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down but may be visible.

p. Games stopped prior to becoming Official will be resumed at the exact point where the game was suspended.

q. Unsportsmanlike conduct is behavior that is unethical or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual. **Head coaches are responsible for the conduct of their assistance coaches/players/fans/parents. Head coaches are required to reprimand assistants/players/fans/parents if they exhibit inappropriate behavior toward umpires, players, other fans/parents, etc.**

r. Only adults are allowed to coach the bases and must stay in the coach's area (the coach's box or an area where one would normally be if unmarked) when on the field of play.

2. PITCHING:

a. Player may pitch no more than three (3) innings in a one-game week with a maximum of six (6) innings in a multiple game week. For the purpose of counting games in a week, each week begins at 12:00 am Monday and ends the following Sunday at 11:59pm. For the purpose of this rule, a single pitch thrown during an inning constitutes one inning pitched toward this limitation. However, for the end-of-season Playoffs, the games per week limit will be eliminated, but the innings per game limit will remain intact.

b. Pitching limitations for 6th grade players (Note: Option B below must be declared prior to starting the game otherwise Option A is default. Teams may not switch during the game):

Option A: Teams will be limited to two (2) innings of a 6th grade pitcher during the first four (4) innings of a game and a 5th grade pitcher or any combination of 5th grade players must pitch a minimum 2 full innings within the first 4 innings of game. Any appearance by a 6th grade pitcher counts as an inning toward this limitation. For example: If you remove a 5th grade pitcher during an inning, you must replace the pitcher with a 5th grade pitcher to not count toward this limitation. If you replace a 5th grade pitcher with a 6th grade pitcher, this will count against your 2 innings for your 6th grade pitching. Pitchers after the first four (4) innings may be 5th or 6th grade

pitchers. Pitchers may not re-enter if removed earlier, or if they have used up their three (3) innings of eligibility for this game.

Option B: Teams without enough 5th grade pitchers to adequately fulfill the requirements of Option A may elect this option. The team may throw a 5th grade player one (1) inning during the first four (4) innings. The team will then be limited to one (1) inning each of 6th grade players for the duration of the regulation game. In essence, no 6th grade player may pitch more than one (1) inning in that game unless the game goes into extra innings, then the limitation is lifted and a 6th grade pitcher may pitch into the extra innings. Note: During the course of the game, a team may throw a 5th grade player more than one inning but the 6th grade restriction will still be in place.

Option C: Teams with only one 5th grade pitcher available for the game may declare the option of throwing a 5th grade player one (1) inning during the first four (4) innings. 6th graders will be limited to pitching one (1) inning each during those first four (4) innings. From the 5th inning on, the restriction is lifted and eligible remaining players may pitch multiple innings. The innings-per-week limitation remains in place.

c. During the regular season, pitchers will be allowed to pitch on back-to-back days, but no more than 4 innings total for both games combined. Regular season and during playoffs, pitchers cannot pitch three (3) days in a row.

d. The pitching rubber shall be dictated by the home team or field restrictions, either 48' or 50' from the furthest point of home plate to the front of the pitching rubber.

e. A pitcher will receive one warning when a balk is committed. After subsequent infractions, all base runners will be awarded a base.

f. A pitcher is limited up to six (6) warm-up pitches between innings and up to eight (8) warm-up pitches following a pitching change either during an inning or between innings.

g. Once a player has been removed from the pitcher position, that player may not pitch again for the remainder of the game.

h. If a pitcher hits two (2) batters in an inning or three (3) in a game, that pitcher shall be removed from the pitching position for that game.

i. THERE ARE NO INTENTIONAL WALKS.

3. HITTING:

a. All bats -5 or greater must be stamped "BPF 1.15 USSSA" or "USA Baseball". No restriction on weight or length as long as the bat has the "BPF 1.15" stamp. All -3 bats must be stamped "BBCOR". Wood bats allowed. The bat's barrel cannot exceed 2 ¾".

b. Dropped third strike is in effect. If batter leaves the batter's box and heads to the dugout and doesn't attempt to steal 1st base, they are ruled out.

c. Slashing is not allowed (show bunt then swing away on same pitch). The batter will be immediately called out and the ball is ruled dead.

d. Bunting is allowed.

e. Batting helmets must be worn at all times while the hitter or base runner is on the field of play.

f. Continuous batting lineups shall be used and submitted prior to the game. Lineups must be exchanged between coaches prior to the game. Lineup cards handed over must include player name, player number, and player grade. No designated hitters are allowed. Late arrivals will be placed at the end of the batting order.

4. BASE RUNNING:

a. Base paths to be set at seventy (70') apart with chalked foul lines.

b. No head first sliding (except when returning to a base): If a runner slides head first they will be called out as this is done for the safety of the players.

c. If a play is made at a base, a player must attempt to avoid contact by sliding on plays at any base (except first base). If a player does not slide when there is a close play at home plate, the umpire will rule whether he/she is out or safe. The umpire will then issue a warning to both benches about sliding into a base on a close play. If there is another play where either a home or visiting player doesn't slide, he or she will be called out regardless of the outcome of the play. The umpire holds all discretion on this play and will make the final call. Warnings on first base slides too.

d. A player may not jump (leave the ground) over the catcher to avoid contact with the catcher. If it is determined by the umpire that the player jumped over a catcher to avoid contact that player will be called out and the ball is dead. If unintentional contact is made, the runner may be called out and the ball would be dead (umpire's discretion). If the act is determined to be flagrant, the offender shall be ejected. The umpire's decision on the sliding rules is final.

e. Catchers and pitchers may have an optional courtesy runner if they reach base with less than two outs. A courtesy runner is required with there are two outs for purposes of moving the game along. The courtesy runner must be the player who recorded the most recent out. If for some reason that player is unavailable or is a catcher or a pitcher, then the next player who recorded the next most recent out.

e. No hidden ball tricks.

f. Stealing and leadoffs are allowed. See General Rules item 1n for exceptions.

5. UMPIRES

a. Umpires' decision on the field is final. Only the head coach or coach designate may approach the umpire regarding any decision made prior to, during or after the game.

b. Head coach may, upon an umpire granting a time out in the game, approach an umpire at home plate or, if in the field, at an appropriate location.

c. Head coach may have a reasonable and appropriate conversation with the umpire.

i. If the umpire feels that the head coach is inappropriate, a warning will be issued.

ii. Should head coach persist, umpire may order the head coach to remain in the dugout for the remainder of the game.

- iii. Once remanded to the dugout, the head coach may not communicate with or comment about the umpire. Violation of the rule is an immediate ejection and suspension. He or she will designate a coach or parent to communicate with the umpire.
- iv. Upon remand to the dug out, should head coach enter the field of play at any time for any reason, he or she will be immediately ejected from the field and suspended for the next game.
- d. If coach feels that umpire was inappropriate, he or she may contact League President.
- e. If coach has question regarding the controversial rule, he or she may contact League President.
- f. Any individual ejected from a game shall be referred by his or her coach, opposing coach AND umpire to the Commissioner and League President for determination on suspension.