



## **Division Rules – 2023**

(as of 4/11/2023)

### **Majors Baseball (50/70)**

1. Games will consist of 6 innings or 2 hours of play, whichever comes first. If the game starts late, note the start time in your scorebook and confirm that time with the opposing manager and the umpire. A new inning can start after the 1:45 mark. If a new inning starts prior to the 1:45 mark, that inning is to be played to completion. Exception: Playoff games are played to completion. If you have the last scheduled game of the day, you may play your game to its conclusion.
2. Division consists of 5<sup>th</sup> through 7<sup>th</sup> grade students
3. The manager must remove a pitcher when that pitcher reaches the limit below for his/her age group as noted below.
  - a. Age 11-14: 85 pitches per day
  - b. Age 9-10: 75 pitches per day
  - c. Age 7-8: 50 pitches per day
4. If a pitcher reaches the above limit while facing a batter, the pitcher may continue to pitch until (1) that batter reaches base; (2) that batter is put out; or (3) the third out is made to complete the half-inning.
5. A pitcher removed from the pitching position may remain in the game at another position. However, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
6. A player who catches 3 or more innings cannot then be entered into that game as a pitcher, and a pitcher who has thrown more than 40 pitches cannot re-enter the game as a catcher.
7. Pitchers league-age 14 and under must adhere to the following rest requirements:

- a. If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- b. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- d. If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- e. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

8. Everybody Hits: if a player is at the game, he/she is in the batting order and takes his/her turn every time through the lineup. For example, if you have 10 players at a game, there should be 10 players in your batting order.

9. It is the responsibility of the offensive team's manager/coach to ensure the players are batting in the correct position in the batting order. If a player bats out of order and it is caught before completion of the at-bat, the correct player can take his/her spot in the box at any time before the out-of-order batter becomes a base runner or is put out. (The count is assumed by the proper batter.). When the out-of-order batter becomes a base runner or is put out, the defensive team must appeal to the umpire before the first pitch to the next batter. If successful in appealing, the batter will be out and any advancement of other base runners is nullified.

10. The infield fly rule will be in effect for Intermediate Baseball.. Managers/coaches must inform the umpires when going over the ground rules that the infield fly rule will be in effect.

11. There is no limit to the amount of runs that can be scored in any inning by either team.

12. Once a batter either looks at strike 3 or swings and misses at strike 3 and the ball is either not caught or dropped by the catcher, the batter becomes a runner and can attempt to make it to 1st base before either being tagged by the catcher or thrown out at 1st base. A batter can only advance when 1st base is unoccupied or there are two outs. A bounced pitch, one that the batter swings at and is caught by the catcher after the ball bounces, is not considered a legal catch. The catcher must tag or throw the batter out. On an attempted steal of 2nd base with less than 2 outs, 1st base is considered occupied and the batter is out.

13. Baserunners are allowed to steal any base including home. Runners can advance to the next base on catcher overthrows.

14. Mercy Rule: if one team is winning by 10 or more runs after the LOSING TEAM has batted four times and the inning is complete, the game is over.
15. Players arriving late for games must be inserted at the bottom of the batting order if they have already missed their first at-bat.
16. If a batter throws his/her bat, the umpire will warn the player that he/she will be ejected from the game if it happens again. The batter is ejected the second time the bat is thrown.
17. If a pitcher hits a total of 3 batters in one game, he/she must be removed from the mound.
18. No hidden ball tricks or deception plays will be allowed.
19. Batting: Slashing will not be allowed. A player who slashes will be called out. The ball is dead. No baserunners may advance.
20. Trips to the Mound: When a manager or coach makes their 2<sup>nd</sup> mound visit for the same pitcher in an inning, that pitcher must be removed from the game. Calling a pitcher or catcher to the sideline will be considered a trip to the mound. Once a pitcher is removed from the mound they can be re-entered at any position (with consideration for rule #6 for a pitcher re-entering as a catcher)
21. Balks: First offense – Play stops and pitcher is given a warning/training. Second offense and subsequent offenses – regular balk rules apply.
22. Call Ups: A select group of board approve minors players may be called up to fill in spots if needed to get to the minimum number of 9 players on a team. All call ups require the approval of the appropriate Level Coordinator. Any call up will bat last in the batting order and play outfield. If the minors players are not available, all 5<sup>th</sup> grade majors will be contacted to fill in. The call up/fill list will be first come, first serve and work like a waiver wire. Once a player fills in he or she will move to the bottom of the list.
23. Home field is responsible for field maintenance and lining the field
24. Bats – USA or BBCOR -3 bats are allowed. USSSA bats are not approved. If a batter is found using a non-league approved bat, an out will be given to his team and the player will not bat. If he reaches while using the non-league approved bat, the player will be called out, and anyone on base reverts back to bases they were on prior to the hit.
25. Helmets with a jaw guard are highly recommended.