

Majors Rules & Regulations

Revised 3/31/05

Your mission it to help your players improve while encouraging good sportsmanship.

Little League Baseball rules apply except for the following:

1. Game and participation rules:

- Game is 7 innings or 2 hours if another game follows. If the 2-hour limit is invoked, the score reverts to the last complete inning. Remember that the lights at Dixon and Middle are on timers and will cut out even you are mid-pitch.
- All players will bat the entire game in a fixed order.
- No player will sit (not play in the field) 2 consecutive innings.
- **8 players must be present to begin the game.**
- No more than 4 Minor League players may substitute in any one game. They will bat last and may not pitch.

2. Speed up rules:

- No infield or outfield warm-ups between innings.
- Pitcher is allowed 4 warm-up pitches between innings.
- Batting team is encouraged to pinch run for the catcher with 2 outs.

3. Pitching rules:

- Player may pitch 3 innings per game. One pitch constitutes an inning.
- Player may pitch 6 innings per baseball week. (12:01 a.m. Sunday to 11:59 p.m. Saturday). Note: if you are scheduled to play 3 times in a particular week, this rule could impact your lineup.
- Player must have 1 full day rest between pitching appearances.
- Pitcher must leave mound if he hits 2 batters in same inning or 3 batters in same game.
- Pitcher may not throw curve balls. First one is a ball or, at the batter's choice, the play stands. Repeated violation **may** cause pitcher's removal from the mound. It is the umpire's decision.
- **No intentional walks** – let the players hit.
- Trips to the mound – Manager must remove a pitcher if they make a 2nd trip to the mound in the same inning. Use good judgement with

regards to replacing pitchers who are struggling, and keeping the game moving.

- Eleven-year-old player must pitch a minimum of 2 innings per game except where above "hit by pitch" rule applies. This rule is not in effect during playoffs.

4. Base running rules:

- Runners may not steal after they are stopped at a base, or going back to the base and the pitcher has the ball and is on the mound. **Pitcher may not attempt to pick player off any base once he is on the mound.**
- Runners may steal on the pitch after the ball crosses home plate.
- On a walk, runners may advance past 1st base ONLY IF the pitcher is not in control of the ball **on the mound** by the time the runner reaches 1st base. Umpire's discretion will determine whether the pitcher has control of the ball & if play should be ruled stopped, i.e., runner cannot advance past 1st base (on close calls with this rule, umpires have been advised to lean towards ruling the play dead).
- Avoid Contact Rule - Runner is out if he does **not** avoid contact. **Sliding is NOT mandatory, BUT avoiding contact is required.**
- Runner is out if he jumps or hurdles a fielder.
- **No** head-first slides are permitted. Exception: after rounding a base, a runner may dive back to that base head-first to avoid a tag.
- Infield Fly Rule is in effect.

5. There are NO appeals – all umpires decisions are final.

6. **Field Preparation:**

- A semi-circle will be drawn to define the mound area for the purpose of interpreting the base running rules.
- A batter's box shall be lined prior to the start of each game.
- When time permits, every attempt should be made to line the field prior to each game.

DO'S & DON'TS FOR MANAGERS AND COACHES

DO introduce yourself to the umpire and other manager.

DO keep in mind that you are there to help control the emotion that accompanies participation in the game.

DO inform your parents and coaches of their responsibility to maintain proper decorum.

DO have your players dressed properly and ready to go at game time.

DO encourage your players to help keep the playing area clean, i.e., throw away the gum wrappers and empty drink cans, etc.

DO use proper language at all times.

DO treat your players with respect.

DO NOT YELL AT YOUR PLAYERS. Yelling does not enhance performance.

DO address only favorable comments to or about the other team's players, coaches and managers.

DO avoid running up the score.

DO NOT EVER UTTER the six words that are banned from the playing field by a manager or coach: Safe, Out, Fair, Foul, Ball or Strike. Only an umpire should use these words.

DO NOT question the umpire's judgment calls or his/her strike zone.

DO NOT use gamesmanship or try to "work" the umpires.

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