



2019 Majors Division Rules

1. COACHES

- a. Coaches will be responsible for the conduct of assistant coaches, players and parents. If poor conduct continues after one warning (either from the umpire or the coach), the offender will be asked to leave. Refusal to leave will result in the game being stopped and the situation turned over to the league commissioner and executive committee.
- b. Coaches and umpires are responsible for keeping the backstop clear of all distractions. Parents are not permitted to sit or stand behind the backstop during games.
- c. Rattling of fences and yelling at the opposing team/players is strictly prohibited and must be monitored by the head coach.
- d. One head coach and three to five assistant coaches are the maximum allowed on the playing field and bench area during a game. However, everyone must have their appropriate clearances.
- e. Coaches must make sure that there are no “un-registered” players, siblings, etc. in or around the bench area and the playing field area.

2. GAME GOVERNANCE

- a. WARM UP / FIELD PREP:
 - i. The home team has the field from 5:10 p.m. till 5:30 p.m. for warm up.
 - ii. The visiting team has the field from 5:30 p.m. till 5:50 p.m. for warm up.
 - iii. At 5:40 PM the batter’s box will be put down and the pitcher’s mound made playable by the Home Team. Both head coaches should meet to review the rules and discuss any points for clarification.
 - iv. The game begins at 6:00 p.m. and will last 6 innings.
 - v. No new inning will start after 1:45 from first pitch.
- b. PLAYING FIELD
 - . The HOME team will occupy the bench along the THIRD BASE line.
 - i. The HOME team is responsible for having the field ready for play and will supply the game balls.
 - ii. The HOME team is responsible for seeing that everything is put away and locked up. All trash picked up and the lights turned off. Rake, fill in holes and water batter’s box and pitcher’s mound.
 - iii. The distance from the front of the rubber to the back point of home plate shall be: Major– 50 feet
 - iv. The distance from the tip of home plate to the back corner of first/third base shall be: Major – 70 feet
- c. SUSPENDED GAMES:
 - . In the event of darkness or inclement weather that does not allow a game to be played in its entirety, a game will be considered complete after **4 innings (3 ½ if Home Team ahead). However, the schedule may not allow for the suspended game to be finished, so the game may be considered final after three. The score will revert to the last completed inning if a complete inning is not completed. Pitcher’s innings and pitches will still count.**
 - i. When a game is rescheduled, play will resume exactly where it left off (outs, count, runners, etc.) The home team score book will be the official record.

- ii. The home team is responsible for postponing a game up until it starts. After the game begins, the umpire in consultation with both coaches will make the decision. The safety of the players is paramount and should be the deciding factor.
- iii. TIED GAMES: If a score is tie after the regulation number of innings, the game will end in a tie.
- iv. DOUBLEHEADER games on lighted fields:
 - 1. ALL doubleheader games will be 6 innings.
 - 2. The first game will begin at 6:00 p.m. and has a hard at 8:00 p.m unless the game is tied.

3. PLAYERS

- a. ALL players MUST be fully registered and will be placed in the divisions listed below based on their age on or before April 30th of the current year: Major – 11 and 12 year olds
- b. The only players permitted off the bench are the on-deck batter and those preparing for entry into the game as instructed by the coach.
- c. **No players can be base coaches.**
- d. Any player warming up a pitcher must wear FULL GEAR TO INCLUDE A PROTECTIVE CUP.
- e. Free substitution will be allowed.
- f. The batting order will consist of all players in uniform batting in rotation regardless if they have a position in the field or not. Any player arriving to the game late will be added to the bottom of the batting order. (Late arriving players must be announced to the opposing team upon arrival and entry into the game). There are no designated hitters. If the player can't play the field AND hit, they should not play.
- g. PLAYING TIME: 6 inning games: Players must play half the game with at least one inning in the infield.

4. PITCHING

- a. A pitcher may not pitch more than three (3) innings per day.
- b. A pitcher may not pitch more than eight (8) innings in a given week (a week is considered Sun->Sat)
- c. A pitcher may not be permitted to throw more than 60 pitches per day. (if a 60 pitch count is reached during one "at bat", the pitcher may finish throwing to that particular hitter)
- d. **Required Rest Based on Pitch Counts**
 - 1. 1-20 Pitches Total per Day - 0 Days Rest
 - 2. 21-35 Pitches Total per Day - 1 Calendar Day Rest
 - 3. 36-50 Pitches Total per Day - 2 Calendar Days Rest
 - 4. 50-65 Pitches Total per Day - 3 Calendar Days Rest
 - 5. 66+ Pitches Total per Day - 4 Calendar Days Rest

Required rest is based on calendar days and not limited to the week the pitcher has thrown in. A pitcher may pitch on consecutive days and/or in consecutive games.

EXAMPLE 1: The Tigers play one game Monday and one game Tuesday. Player A pitches in three innings and throws 20 pitches total on Monday. Player A can pitch on Tuesday and can pitch up to 3 innings and/or 60 pitches in that game.

EXAMPLE 2: Player A from example above pitches in three innings and throws 40 pitches on Tuesday. Player A would need to rest for two calendar days (Wednesday, Thursday) and would be eligible to pitch next on Friday. Player A would be available for two (2) innings on Friday/Saturday game in these examples.

EXAMPLE 3: Player pitches 60 pitches over 3 innings in a game on Friday. That pitcher will have 3 calendar days rest and would be eligible to pitch next on the following Tuesday (Saturday, Sunday, Monday required rest)

- e. One pitch constitutes a full inning pitched but not a full inning of play.

- f. A pitcher who is removed from the mound, or does not return to the mound to start a new inning, may NOT return to pitch during the game.
- g. Eight (8) pitches are allowed to be thrown during a pitching change. (these pitches do not count toward the official pitch count)
- h. Five (5) pitches are allowed to be thrown in between innings. (these pitches do not count toward the official pitch count)
- i. One (1) free visit to the mound by the coach is permitted per inning. On the second (2nd) visit, the pitcher must be removed from the mound.
- j. Pitchers may NOT wear wristbands, batting gloves, jewelry or any white apparel while on the mound.
- k. NO BREAKING BALLS. (i.e. curve, slider, knuckle ball, drop pitch, etc.) If a player throws a breaking ball, the first time it will be considered a ball. A second breaking ball will result in the player being removed from the mound. The player does not need to leave the game, but he/she cannot be returned to the mound.
- l. BALKS. In all regular season games, if the Umpire calls a balk, all play stops and coaches should explain to the pitcher what he/she did wrong. Play will then continue with no advancement of runners. In the playoffs, pitchers will get one balk warning with no advancement of runners, all subsequent balks will have the base runners awarded one base.
- m. PICKOFFS can be attempted in the MAJOR DIVISION only.

5. **BASE RUNNING**

- a. We play with an 8' lead line. A runner cannot cross the lead line until the ball has left the pitchers hand. A runner can start from any point between the lead line and the base, but cannot actively attempt to advance until the ball has left the pitchers hand. i.e. no running start in attempt to time release and crossing the lead line.
- b. If a runner leaves early, one warning will be issued per game, per team. A second occurrence will result in the runner being called out. In all occurrences, all runners must return to their original base.
- c. A runner may attempt to steal second and third base.
- d. Delayed Stealing is not permitted.
- e. Stealing on throws back to the pitcher are not permitted except on overthrows. Runners can attempt to advance on an overthrow back to the pitcher.
- f. Base Runner at Third Base may advance home only in the following scenarios:
 - 1. Ball put in play by the batter, a bases loaded walk or a dropped 3rd strike play.
 - 2. A tag up on a fly ball out, including foul balls
 - 3. A play is being made on the runner at Third Base.
 - Example 1: Base runner on Second Base steals Third base and the ball is thrown away trying to throw the runner out at Third base. Runner can attempt to advance home.
 - Example 2: Base runner is advancing to Third Base from First or Second Base on a ball put in play by the batter and an attempt is made to throw out the runner advancing to Third Base...ball is misplayed...runner may attempt to advance home.
- g. Base Runner at Third Base is NOT permitted to steal home.
 - Example 1: Runner at Third Base may NOT straight steal home on the pitch or throwback to the pitcher.
 - Example 2: Runner at Third Base may NOT advance home on a Wild Pitch or Passed Ball.
 - Example 3: In a 1st and 3rd situation, when the runner at 1st attempts to steal Second Base, the runner at Third Base may NOT steal home on a throw to Second Base by the Catcher (If the Catcher attempts to throw behind the runner at Third Base, in this scenario then the runner at Third Base is permitted to attempt to advance home, see rule f).
- h. A batter cannot advance past first base on a walk.
- i. Runners and batters may advance on a dropped third strike unless less than two outs and 1B is occupied.
- j. Infield fly rule is in effect in all games.
- k. Head first sliding is forbidden and will result in the runner being called out with no warning, unless the runner is going back to the base.

- l. Contact rule: Runner must attempt to avoid contact with a player making a play on him/her. If, in the judgment of the umpire, a runner makes avoidable contact, the runner will be called out. NOT a must slide rule.
- m. Any runner who, in the judgment of the umpire, maliciously runs over a player will be called out and will be disqualified for the rest of the game. A second offense will result in a two-game suspension. A third offense will result in the player being suspended for the remainder of the season, including league playoffs. Any malicious conduct must be reported by the head coach to the commissioner immediately.
- n. 6 run limit per inning during regular season. Runs per inning will be unlimited during playoffs only.

6. **BATTING**

- a. ALL batters and base runners **MUST** wear a batting helmet.
- b. Any batter who throws the bat will receive one warning. A second occurrence by the same player in the same game will result in the batter being called out with no advancement of the runners.
- c. Fake bunting and drag bunting is allowed but not promoted.
- d. If a player fakes a bunt – then swings away, he/she will be called out and all runners will return to the base they occupied at the time of the incident.
- e. Players may use their own bats.
- f. Player owned bats must be made available for use by all players on the team.
- g. **All bats must have USA Baseball stamp.**

7. **UMPIRES**

- a. BMBL is providing paid umpires. The HOME team is responsible to pay the umpire with money provided by the league. The paid umpire controls all facets of the game and is the final authority.
- b. Umpires are not permitted behind the plate without the appropriate protective umpire equipment. No exceptions.
- c. There is no questioning balls and strikes of the umpires by any coach, player, or parent. Also, there is no need to react negatively to calls with any loud or demonstrative behavior.