

# MAJOR LEAGUE BASEBALL RULES

## Local Rules

In general, we will be using official Babe Ruth Cal Ripken Rules, with modifications as described below.

Majors will play on the 70 foot playing field.

**Each player must play 1/2 the defensive game**, every other inning in the field. The only exception to this rule will be made at the manager's discretion where there is a real discipline problem such as:

- a. major behavior problems
- b. missing scheduled practices or games without valid reasons or failure to notify the team manager in advance when the player is going to be absent.

Notify the League officials (League Coordinator and/or Commissioner) if possible prior benching a player. It's easier to support you when we know in advance.

If a manager does not play the minimum a player the minimum of time the manager will be suspended 2 full games and the player will start the next game and play the field every inning.

Only the Manager will exchange viewpoints with the umpires, or with opposing managers. The Manager is responsible for the order conduct of all players and coaches on the team. Only Managers, Coaches and Players are permitted in the dugout during a game.

Not permitted in the dugout:

- Non-Team members
- Swinging Bats
- Throwing baseballs or equipment
- Eating

Score books must contain records for both teams and contain the last name and initials to uniquely identify the player. They should clearly indicate when a player enters and leaves the game.

### Minimum Players

All game must be played with nine players to be a regulation game. If the home team is short players, there will be a 10 minute waiting period before a forfeit is declared. If the visitors are short players, the game will be started at the scheduled time. If they do not have nine players at the end of their bats and the 10 minute grace period is over, the game will be declared a forfeit. The game will continue as an exhibition game only.

### Supplemental Players

Teams may pick up enough players to begin a game with nine. He/she must be on a league roster of another team from the Valley Athletic Association in the age group directly lower and in a different uniform. There will be a maximum of one (1) lower level travel player to be used per team. So to minimize rescheduling of games NON TRAVEL players from within the same division may also be used. The picked up players can only play outfield and must bat last. He/she may stay in the game if another player shows up, but they can only play every other defensive inning after.

If the need arises for players to be called up for the play-offs those players must be approved by the League Commissioner, Athletic Director or impartial Board member.

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## Local Rules

### **Batter**

All players will be included in the batting order at the beginning of the game. Players arriving late will be included at the bottom of the batting order if they are not listed. If the player arrives late and is included in the batting order, the player must wait until their turn in the line up.

Any batter hit in the head/helmet with a pitched ball must have a runner substitute. The runner substitute does not count as an official substitute and the batter may re-take a field position at the end of the 1/2 inning.

If a batter fake bunts and pulls back then swings the bat, they will be called out.

There will be no intentional walks.

### **Runners**

Primary leads of 6 feet will be permitted. There will be a 6 foot lead line at each base. If the runner's left foot exceeds the 6 foot lead, the 60' leaving the base early rule will apply. Otherwise, there are no restrictions on stealing.

The dropped 3<sup>rd</sup> strike is in effect. Dropped Third Strike – The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs.

Head first and take out slides are not permitted, and a runner doing so may be declared out at the umpire's discretion. Diving back to a base is not a head first slide.

A courtesy runner may be used for the catcher with 2 outs. The runner must be the player that made the last out.

### **Injuries**

If a player is injured or leaves the game and cannot bat they will be skipped in the batting order. No Automatic out is recorded. You must have nine players for the field or the game will be declared a forfeit.

### **Pitching**

Refer to the Valley General rule

### **Game**

No new inning is to be started after 1 hr and 45 minutes has elapsed from the scheduled start time. Once an inning has been started it is to be completed if possible with no time limit. A 15 run rule will be implemented, if after 4 innings, a team is leading by 15 runs or more, the game will be stopped.

The maximum number of runs per inning will be limited to seven (7). Once the 7th run has been scored the 1/2 inning is over. The run cap of 7 is waived for the 6th and any subsequent innings. If the 1 hour 45 minute time limit is about to be reached prior to the 6th inning the run cap will be waived for the inning that the game is in at the time. Both coaches will communicate this prior to the visiting team starting their final at bat.

*Sportsmanship is best set by example. The attitude of the Team in most cases reflects the basic attitude of the Team Manager. Be a positive influence on the children by setting the best possible example in all game situations (win or lose bottom line Babe Ruth Cal Ripken Baseball is just a kid's game.)*