



Majors Division (12U) Rules

Updated: 02/26/2020

1.0 Game Preliminaries

The home team is determined by the official league schedule.

The **home team** is responsible for the following:

- Providing an Official Scorekeeper. The scorekeeper's main functions are: getting the official game rosters from each team, noting the official start time of game in the scorebook, keeping track of outs, runs per inning, proper batting order of teams using player first and last name, and maximum runs per inning. **
- Relaying the final scores to Division Commissioner and entering the results into website
- Providing 2 game ready/condition baseballs for the game
- Ensure that the field is locked up at the conclusion of the game
- Preparing (raking etc.) and chalking/lining the field (do not use chalk on grass)
- The home team shall use the 3rd base dugout

The **visiting team (Visitor)** is responsible for the following:

- The visiting team will occupy the 1st base dugout
- Provide a scoreboard operator and be responsible for the scoreboard controllers.

**The official scorebook must be kept accurate for participation in All-Stars. Failure to maintain accurate records may result in our league not being able to play in All-Stars tournaments.

2.0 Time Limit of Games

To facilitate the consistent start and end of games, and to provide equitable playing time to all teams, the following time limits will be observed. No new inning will start after 2 hours (120 minutes) has elapsed from the official start time. The inning will play to its completion. The umpire will declare the official start time when the defensive team is on the field and the first batter steps into the batter's box. The umpire shall notify the official scorekeeper of the official start time, and the official scorekeeper shall record the time in the scorebook. The umpire is responsible for keeping the official time.

3.0 Tie Games

A tie game shall be declared based on standard Babe Ruth Official Rules. A tie game after six (6) innings of play will continue until the tie is broken or the time expires. A tie game is considered as 1/2 of a win and 1/2 of a loss in the standings. If, at the end of the season, two teams have identical records including tie games, head-to-head record will be the first tiebreaker. If still tied, total runs scored will be the tiebreaker. If still tied, a one game playoff will take place between the two teams involved. Playoff games will only be played to determine the first four positions in the standings. The home team in a playoff game will be the lower seed. If a three-way tie occurs, one team will receive a bye in a single elimination tournament draw.

4.0 Run Rule

The ten (10) run will be in effect as outlined in the Official Babe Ruth Rule Book. There is a maximum run limit of 6 per inning. The last inning will not have a run limitation.

5.0 Official Games

A game shall be considered official when one of the following conditions is met. If terminated for any reason after reaching this point, the game results will be officially recorded.

1. The completion of 4 innings if the visiting team is winning, or 2. The completion of 3 1/2 innings if the home team is winning, or
3. The time limit has been reached.

Any game that is stopped due to rain or other reason that has not an official game See above . is considered a suspended game and will be played to an official game , next time the two teams meet. . Time limits carry over to the completion portion of suspended games. If both teams have the same number of runs at the end of an official game, the game is declared a tie.

6.0 Batting

9 batters are listed along with a 10th "Extra Hitter" , if available. Manager also has the option to bat his entire roster. If batting the entire roster the manager can do free substitution. If batting 9 or 10 and using subs you must use substitution rules.

6.1 Courtesy Runner Speed-Up Rule for Catcher

The player in the batting order where the last out was recorded or any player not currently in the game may replace the *current (the player physically playing catcher when the 3rd out was recorded)* catcher as a courtesy runner at any time. The catcher will remain in the game and the courtesy runner will retain all substitution rights (if the courtesy runner has substitution rights). Should the player that made the last recorded out be on base for any reason, or batting or has already been a courtesy runner in that inning, the new courtesy runner would be determined by going back previous outs to the next allowable courtesy runner or to any player not currently in the game. If in the first inning a courtesy runner is used for the catcher (who is listed in the lineup when the lineups are turned in) and there are no outs recorded, the courtesy runner will be the player furthest removed from the catcher needing the courtesy runner or any player not currently in the game.

7.0 Player Requirements to Start a Game

Each team must have a minimum of nine (8) players at the "official start time" for a game to begin. In the event the minimum cannot be met, the game is considered a forfeit and the win goes to the team that has the required number of players. In the event both teams cannot field the minimum number of players, the game shall be declared a double forfeit.

If a forfeit occurs, both managers may petition the league president, the division rep, and the player agent to reverse the forfeit and reschedule the game. Upon unanimous consent of ALL five parties (league president, division rep, player agent, and both team managers) the game may be rescheduled, played, and counted in the standings.

Once the game is started a team may continue to play if the number of players falls below nine (9) but the minimum to continue play is eight (8). If a team cannot field at least eight (8) players, that team shall forfeit the game. A team who drops below 9 players because the player who leaves a game due to injury or illness is skipped over in the batting order (if a substitute is not available) and **IS** considered an out when his or her turn at bat arrives.

Babe Ruth League substitution rules apply. A substitute may be inserted if available. If a player leaves a game for any reason other than injury or illness, and a substitute is not available, that player is removed from the batting order and is not considered an out when his or her turn at bat arrives.

If a team cannot field the minimum number of players for a scheduled game because it was scheduled on a recognized religious or school function, the game may be canceled and re-scheduled without penalty, provided notification is submitted to the division rep, player agent, and league president at least 48 hours prior to the game date. Games cannot be rescheduled for any other reason.

8.0 Players Arriving after the Start of Games

If a player arrives after the start of the game, the player must be added to the bottom of the batting order (fall season) or used as a substitute (spring season). Defensively, a late player will be counted as playing a defensive inning for any inning that they missed. For example, if a player shows up after the second inning begins the manager will have to play that player for one inning to comply with the minimum play rules.

9.0 Pitchers/Pitching

A pitcher that has been removed from the mound on the manager/coaches first visit or between innings may return to the mound that inning or subsequent innings, as long as the removed pitcher remains in the game. On a manager/coach's second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the mound and cannot return to the mound during the game.

OBR will be following the Pitch Smart Pitch Count Limits for the spring season. (See below).

Rest time indicates calendar days rest. Example: A pitcher that pitches 48 pitches on Saturday needs to rest Sunday and Monday. They would be eligible to pitch again on Tuesday.



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	

In addition to the inning limitations and rest requirements above, pitchers are also subject to a pitch count maximum of **85 pitches per day**. Should a pitcher reach this maximum during a player's at bat, this pitcher is allowed to continue pitching to this batter until his at bat is complete. This pitch count does NOT include pre-game warm-ups or warm-up pitches between innings.

9.1 Pitching and Catching in Same Game

Players can pitch and catch in the same game however, the following limitations apply.

1. Any pitcher delivering more than 50 pitches in a game may not enter the game as a catcher. Once pitch 50 is delivered the pitcher may finish the batter and still maintain eligibility to catch. Pitchers that have previously played catcher in the game are limited to a total of 50 pitches for the game.
2. Any catcher in position for 3 innings may not enter the game as pitcher. Catchers that have previously pitched in the game are limited to 2 innings of catching. An inning constitutes as one pitch delivered to a batter.
3. Players may re-enter as a pitchers if they have eligibility remaining (under pitch count) and were not removed on visits.
4. Players may re-enter as catcher if they have eligibility remaining (innings).

10.0 Intentional Walks

Intentional walks are permitted in the Majors division. No throws are needed for an intentional walk to occur. Only one intentional walk per player per game.

11.0 Minimum Playing Time Rules

For both the Fall and Spring seasons, each player will play a minimum of three defensive innings and have at least one at bat per game. No player will be the starting substitute in two consecutive games. Managers/coaches will substitute ALL players on a regular basis. For the fall season only, every player will be given the opportunity to play infield at least one inning per game. Spring season you will bat through the order with free substitution.

Game shortened for any reason, Manager does not have to comply with mandatory play time.

12.0 Protest

In the event of a protest condition, the following procedures must be followed:

1. The protesting manager must call time out before the next pitch is delivered. A protest that occurs on a game ending play or condition must be made by noon of the following day to the League President or designated representative.
2. Notify the Home Plate Umpire and the Official Scorekeeper, who records the protest in the scorebook, and the opposing manager, stating the reason for the protest.

3. At this point the game continues under a "protest condition'. Discussion over the validity of the protest will not occur at this point.
4. The protesting manager must submit, in writing, the conditions which he/she deems protestable. The report must document the specific issue in enough detail for the
5. Protest Committee to rule.
6. The written protest and Committee ruling will be presented at the next regularly scheduled Board Meeting.

A protest request will only be considered if it is about a rule interpretation. A judgment call by an umpire cannot be protested. If a protest is dismissed the game outcome stands as played. If the protest is upheld the game is replayed from the point of the protest.

13.0 Scorebook

Both the managers and coaches of each team must sign the official scorebook immediately after the game. If a manager or coach was ejected from the game by the umpire, the scorekeeper MUST note the ejection in the scorebook. The ejected manager or coach may NOT sign the scorebook.

14.0 Dress Code

The League furnishes each player with a hat and jersey. Every player must wear league supplied uniform for all league games. All players must wear baseball pants. . A player not in uniform must sit on the bench out of the game until his or her uniform is complete.

If a player has started the game and is not in uniform, upon notification of the player's manager by the opposing team manager, the manager must remove the player from the game until proper attire is attained. The board may act against managers or players who continually disregard the League dress code.

Exposed jewelry such as wrist watches, bracelets, large or loop style earrings and neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.

15.0 Team Direction and Strategy

Authority for team direction, strategy, and leadership rests with the team manager and coach. Team direction, strategy, and leadership during a game must come from the manager and coach who are present on the field. Parents may not "coach from the stands" in the form of giving signals and calling plays.

16.0 Majors Division Field Dimensions

The Majors Division will play on a field with base lengths of 70' and a 50' pitching distance from home plate to rubber.

17.0 Other Rules of Play

The rules of play will be the same as the Babe Ruth Division with the exception of innings played and pitching as outlined in these Orlando Babe Ruth League Majors Division Rules. This allows for lead offs, steals, balks and etc. (see Babe Ruth Rules). Balks shall be called in both the fall and spring seasons. In the fall, one warning shall be given to each pitcher before a balk is enforced. There are no warnings in the spring season.

Important Notes on Ejections and Forfeits

While the published league bylaws state that an ejected player or coach must serve a next game suspension, the league's board has adopted the rule that can be found in the Babe Ruth League rulebook. This rule states if a player or coach is ejected from a game, the league president shall decide if additional penalties, such as serving a game's suspension, will be imposed. Should any manager violate the published 'Must Play' rules (those rules that mandate atbats, play time, and infield play), then that game shall be declared a forfeit. The manager also may face additional penalties as determined by the league board.

18.0 Pool Play

A list of Minors Division (10u) players who wish to participate in Majors Division games will be put together by the Player Agent and the Executive Board (as needed) at the beginning of the season. The initial Pool Player list will be in order of the Minors Division evaluation scores. The Pool Player list will generally include 10 players as determined by the Player Agent.

A Majors Division Manager who has 9 players for a game may, at his or her discretion, contact the Player Agent to have access to a Pool Player. A Manager with 8 players **MUST** contact the Player Agent for access to a Pool Player. It is recommended that the Player Agent is provided 24 hours or more of notice in order to find and confirm a Pool Player. If 24 hours of time is not provided the team may need to forfeit their game.

The Pool Player will be drawn from the Pool Player list and contacted about availability. If the next player in-line is not available the Player Agent will skip over that player and move to the first available player. Once that player plays in a Majors Division game he/she will be placed at the bottom of the Pool Player list. If more than one Majors Division Manager needs a Pool Player, the request will be honored on a first-come first-served format. Pool Players are allowed to practice with Majors Division teams if invited by the Majors team Manager. A Pool Player should never be utilized for a Majors Division game or practice that conflicts with that player's primary team.

Note: If a Pool Player is used, they are not allowed to pitch and they cannot be substituted for at any time (unless there is an injury to the Pool Player).