



Major Division Rules

The rules outlined herein are meant to provide 11 & 12 year old kids the opportunity to play baseball in a friendly, competitive league. This division will have playoffs and a champion each year. Players are encouraged to be competitive but not at the expense of others. Coaches are to control their players at all times and act as a positive role model at all times. Games will be played according to schedule at the noted time and at the designated field.

1. Games are to be played on a standard 70' diamond with the pitcher's mound at 50'.
2. If a situation is not covered by these rules then the "Official Rules" of Cal Ripken Baseball will apply.
3. Game rosters shall be exchanged prior to the start of each game.
4. Pitchers must pitch with one foot in contact with the rubber at all times.
5. Players may not pitch more than 6 innings per week. Sunday to Saturday constitutes a week.
6. Any combination of first year Major's players must pitch a minimum of 3 innings per week. An inning is constituted by 3 outs in an inning. Failure of any coach to follow this rule will result in a forfeit.
7. A pitcher hitting 2 batters in one inning or 3 batters per game shall be removed from pitching. A pitcher intentionally striking a batter will be suspended. The umpire will make the decision.
8. Once a pitcher is removed from a game he/she may not return to pitch in that game.
9. There are no balks.
10. Coaches may make two trips to the mound; on the third trip the pitcher must be removed.
11. Pitchers are allowed 8 warm up pitches on appearance and 5 warm up pitches between innings.
12. There are no intentional walks.
13. The ball is dead when the pitcher has control and is on the mound.
14. All players on the roster who show up for a game must be put in the batting order.
15. Any coach sending a player home to keep him/her out of the batting order shall be suspended.
16. If a coach feels that he/she must remove a player from the game or bench for disciplinary reasons that coach must notify the umpire, opposing coach and division director.

17. No more than 9 players on the field. A team may play with 8 players at a minimum. A team without 8 players will forfeit the game to the opposition. The coach has 15 minutes after the official start time. If after the 15 minutes the coach is still short players, it will be a forfeit. If a coach is aware of a player shortage prior to the game, the coach may substitute players from another rostered Major team. Substitute players are to be placed at the bottom of the batting order and must play an outfield position. The coach must notify the director and the other coach before the game starts. Failure to notify the director and the coach will result in a forfeit.
18. Substitutions may be made at anytime. All players shall play 3 or more innings per game. No player sits consecutive innings.
19. Unless postponed by weather or the director, all games shall be played according to the schedule.
20. Decisions to cancel a game because of weather shall be made by the two coaches involved. The coaches must agree to postpone and notify the director.
21. Games should be played for a full 6 innings unless precluded by darkness. Each team bats until there are 3 outs.
22. There is no slaughter rule but coaches are encouraged not to run up the score.
23. Once a game has started the umpire in charge (the home plate umpire) has the discretion to stop the game because of weather. If lightning is observed the game shall be suspended immediately. Any game called after 4 ½ innings with the home team in the lead is a complete game. If the home team is behind it must complete the last half of the fifth inning or be finished at a later date from the point the game was stopped.
24. Base stealing is allowed. The base runner may not leave the base until the pitched ball leaves the pitchers hand. If the runner leaves early the umpire will send him back. If the batter hits the ball in play, the runner who left early will be out.
25. There is no hidden ball trick.
26. Bunting is allowed.
27. A batter cannot advance on a dropped third strike.
28. The infield fly rule will be called.
29. No full inning may start after 7:30 p.m. Coaches should refrain from starting innings that have a strong possibility of being precluded by darkness.
30. Wooden bats are allowed. The umpire has discretion to rule a bat unsafe.
31. Bat barrels must not exceed 2 ¼.
32. Donuts cannot be present in the on-deck circle.
33. When a runner slides they must slide to avoid contact. If an umpire judges that a player is trying to injure another player then that player will be suspended.
34. No fake tags. If a player applies a fake tag, all runners advance one base. A second offense will cause ejection.
35. Any player throwing equipment in anger will be ejected. Any coach or player or parent who uses profanity or make distasteful jesters or taunts/harasses an umpire or coach or player will be ejected. Any player or coach or parent ejected from a game is suspended until he/she appears before the baseball board.
36. All incidents of ejection shall be reported to the director within 24 hours.

37. All injuries shall be reported to the director within 24 hours.
38. Pinch runners are allowed in case of injury. The umpire and the opposing coach shall be notified. The last batter who has made an out shall run for an injured player. Do not abuse this rule or a coach may be suspended.
39. Any player, coach or umpire who is bleeding or has blood on his/her clothing shall be removed from the game until treatment can be administered.
40. Protective headgear must be worn when at bat, running the bases or if a player is coaching a base.
41. Rubber cleats only. Any player using metal cleats will be removed from the game.
42. Catchers must wear protective equipment in all games. A cup is mandatory for all catchers.
43. Players must remain in the bench area at all times during the game. One player with helmet on is allowed to be in the on-deck area. The on-deck batter is always facing home plate.
44. Only rostered players are allowed in the bench area. No spectators allowed on the fields during game or warm ups.
45. Equipment must be kept in the bench area.
46. Coaches need to keep control of spectators and parents from their team. The umpire can stop a game or call a forfeit if harassed by parents, spectators, players or coaches.
47. The umpire's decision on any issue is final.
48. Appeals may be made to the second official on the field. That umpire's decision is final.
49. Official protests must be made in writing to the division director. Protests must include all relevant details of the game situation and reference must be made to the rule in question.
50. Protests are made on rule interpretation not on umpire judgment. Balls and strikes, safe, out, foul are not open to protest.
51. A protest must be made to the umpire after the play and before the next pitch is thrown. Failure to do so will result in the loss of the protest.
52. If a director upholds a protest, that game will be played from the point of protest forward. Pitching rules will apply.
53. Any ball going through a fence, entrance, dugout or hole will be out of play and the base runners will advance one base.