



## BASEBALL SPRING 2021 “MAJOR” LEAGUE RULES FOR THE FOLLOWING ORGANIZATIONS:

Batavia Youth Baseball (“BYB”), Geneva Baseball Association (“GBA”), St. Charles Youth Baseball (“STCYB”) and North Aurora Baseball Association (“NABA”) MAJORS:

AGES 11 and 12 (5th / 6th Grades)

**PURPOSE:** This is a competitive league with emphasis on full skill development and good sportsmanship.

### 1. GENERAL GAME RULES:

- a. Umpires will have complete control and authority of all games. Prior to the game, the home team or host organization shall rule on field conditions. Once the game starts, the Umpire governs delays or whether the playing field is safe. Exception: at facilities equipped with lightning detection systems, the guidelines for the detection system must be followed.
- b. A minimum of eight (8) players and a maximum of nine (9) must be fielded at all times. A team can begin the game and play with eight (8) players.
- c. No player will sit out for two (2) consecutive innings nor will a player sit out a 2<sup>nd</sup> inning before all other players have sat out for one (1)inning.
- d. No player can play any position more than three (3) innings in a game. A catcher may no more than four (4) innings in a game.
- e. All players must play a minimum of one (1) inning in the outfield during the first five (5) innings.
- f. Metal spikes are not allowed. Plastic cleats, turf or gym shoes are allowed based on the playing surface.

- g. Unlimited defensive substitutions are allowed.
- h. Game times are to be respected, but traffic may cause game delays due to travel between towns. Forfeits for game delays are discouraged and are only approved by the league committee.
- i. Games will be seven (7) innings unless the time limit constraint comes into effect.
- j. Four (4) innings will constitute an official game.
- k. No new inning will be started after the actual game time has reached the 2-hour time limit. The game will end once that inning has ended.
- l. A twelve 12-run mercy rule is in affect after five (5) innings (four and a half (4.5) innings if the home team is winning) or ten (10) runs after six (6) innings (five and a half (5.5) innings if the home team is winning).
- m. The first 4 innings will have a 5 run max rule. \*The only exception to this rule is that the last play of the half inning shall be allowed to finish. If additional runs are scored on the final play, those runs shall count. Final play MUST be initiated with ball in play via a "hit". For example, if a team has scored four (4) runs and has the bases loaded and hits a three (3) run triple all three (3) runs shall count for that team which would make their inning count seven (7) runs. The spirit of this rule is to reward the hitter that put the ball in play. Any runs scored due to errant throws for dropped 3<sup>rd</sup> strike or pickoff throws would not be counted after 5 run max has been reached for the inning. Innings 5,6,7 will be unlimited and will revert to the Mercy Rule.
- n. Jewelry shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down but may be visible.
- o. Games stopped prior to becoming official will be resumed at the exact point where the game was suspended.
- p. Unsportsmanlike conduct is behavior that is unethical or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
- q. Only adults are allowed to coach the bases and must stay in the coach's area (the coach's box or an area where one would normally be if unmarked) when on the field of play.

- r. "Prescott Provision": No protests will be heard after the game has ended. All protests will be handled on the field prior to the conclusion of the game.
- s. Official League Standings will be maintained by STCYB and decided through (1) Winning Percentage followed by (2) Total Runs Scored.
- t. Playoff Specific Rules:
  - No time limit will be in effect for playoff games. Game will end at the conclusion of the 7<sup>th</sup> inning or umpire discretion on daylight and safety concerns.
  - If the game is tied at the end of the 7<sup>th</sup> inning, California Rules will be in effect for extra innings (Runner starts on 2<sup>nd</sup> base with a 1-1 count on the batter, last player to make an out the inning before will be the runner at 2<sup>nd</sup> base)
  - If the game is tied and stopped for any reason (after 4 innings and an official game), the score will revert back to the score at the last lead change.

## 2. PITCHING:

- a. Player may pitch no more than three (3) innings in a one game week with a maximum of six (6) innings in a multiple game week. For the purpose of counting games in a week, each week begins at 12:01 am Monday and ends the following Sunday at Midnight. For the purpose of this rule a single pitch thrown during an inning constitutes 1 inning pitch in regard to this limitation. Only for the end-of-the-year Playoffs, the games per week limit will be eliminated, but the innings per game limit will remain intact.
- b. Pitching limitations for 2nd year players (Note: Option B below must be declared prior to starting the game otherwise Option A is in effect. You cannot switch during the game):

Option A: Teams will be limited to three (3) innings of a 2nd year pitcher during the first five (5) innings of a game and a first-year player or any combination of 1st year players must pitch minimum 2 full innings within the first 4 innings of game. Any appearance by a 2nd year pitcher counts as an inning towards this limitation. For example: If you remove a 1st year pitcher during an inning, you must replace the pitcher with a 1st year pitcher to not count towards this limitation. If you replace a 1st year pitcher with a 2nd year pitcher this will count against your three (3) innings for your 2nd year's pitching. Pitchers after the first five (5) innings may be 1st or 2nd year pitchers. Pitchers may not re-enter if removed earlier, or if they have used up their three (3) innings of eligibility for this game. For purpose of this rule, a 1st player is defined as a player who has not played before in the current league (excluding the previous fall season). The rule does not pertain to age and/or grade, but rather to experience only.

1<sup>st</sup> Year Player is defined as a 5<sup>th</sup> grader and 2<sup>nd</sup> year player is defined as a 6<sup>th</sup> grader.

Option B: Teams may elect that if they are short on 1st year pitchers to declare the option of throwing a 1st year player one (1) inning during the first four (4) innings. They will then be limited to one (1) inning each of 2nd year players for the duration of the regulation game. In essence, no 2nd year player can pitch more than one (1) inning in that game unless the game goes into extra innings, then the limitation is lifted and a 2nd year pitcher could pitch into the extra innings. Note: During the course of the game, a team may throw a 1st year player more than one inning but the 2nd year restriction will still be in place.

- c. Pitchers will be allowed to pitch on back-to-back days, but not three (3) days in a row.
- d. The pitching rubber shall be dictated by the home team or field restrictions, either 48' or 50' from the furthest point of home plate to the front of the pitching rubber.
- e. A pitcher will receive one warning when a balk is committed. After subsequent infractions, all base runners will be awarded a base.
- f. A pitcher is limited up to six (6) warm-up pitches between innings and up to eight (8) warm-up pitches following a pitching change either during an inning or between innings.
- g. No breaking pitches.
- h. Once a player has been removed from the pitcher position, that player may not pitch again for the remainder of the game.
- i. If a pitcher hits two (2) batters in an inning or three (3) in a game, that pitcher shall be removed from the pitching position for that game.

### 3. HITTING:

- a. All bats -5 or greater must be stamped "BPF 1.15 USSSA" or "USA Baseball". No restriction on weight or length as long as the bat has the "BPF 1.15" stamp. All -3 bats must be stamped "BBCOR". Wood bats allowed. The bat's barrel cannot exceed 2  $\frac{3}{4}$ ".
- b. Dropped third strike is in effect.
- c. Slashing is not allowed (show bunt then swing away on same pitch). The

batter will be immediately called out and the ball is ruled dead.

- d. Bunting is allowed.
  - e. Batting helmets must be worn at all times while the hitter or base runner is on the field of play.
  - f. Continuous batting lineups shall be used and submitted prior to the game. No designated hitters are allowed. Late arrivals will be placed at the end of the batting order.
4. BASE RUNNING:
- a. Base paths to be set at seventy feet (70') apart with chalked foul lines.
  - b. No head first sliding (except when returning to a base): If a runner slides head first they will be called out as this is done for the safety of the players.
  - c. If a play is made at a base, a player must attempt to avoid contact preferably by sliding on plays at any base (except first base). A player may not jump (leave the ground) over the catcher to avoid contact with the catcher. If it is determined by the umpire that the player jumped over a catcher to avoid contact that player will be called out and the ball is dead. If unintentional contact is made, the runner may be called out and the ball would be dead (umpire's discretion). If the act is determined to be flagrant, the offender shall be ejected. The umpire's decision on the sliding rules is final.
  - d. Catchers and pitchers may have an optional courtesy runner if they reach base with less than two outs. A courtesy runner is required with there are two outs for purposes of moving the game along. The courtesy runner must be the player who recorded the most recent out. If for some reason that player is unavailable or is a catcher or a pitcher, then the next player who recorded the next most recent out.
  - e. No hidden ball tricks.
  - f. Stealing and leadoffs are allowed.