

## SCOTTSVILLE/CAL-MUM/AVON/YORK MAJOR LEAGUE RULES – 2010

\*NEW 2010\*Majors -5<sup>th</sup> and 6<sup>th</sup> graders or 7<sup>th</sup> graders as long as they are not 13 before May 1<sup>st</sup>, 2010 and do not play any modified or school baseball programs.

\*NEW 2010\*There will be a limit of only 3 coaches at game time. Any parents and or assistants must not be on the field during games.

Pitchers can only pitch 4 innings per game or 7 innings per week. If a team has 3 scheduled games during the week, then a pitcher can pitch 4 more innings that game. No pitcher can pitch more than 11 innings per week. One pitch constitutes a full inning pitched. A “week” starts on Monday and ends on Sunday.

There is no re-entry for a pitcher.

Games are 7 innings long. No inning will start 2 hours after the 1<sup>st</sup> pitch. This does not apply to weekend games or the end of season tournament.

Saturday games we will play until finished (i.e., the 2 hour from 1<sup>st</sup> pitch does not apply).

All players must play a minimum of 2 innings in the field and get at least 1 at-bat. Batting orders will consist of a total of 10 batters. These batters will be comprised of the 9 fielders plus 1 DH. The starting DH player position can be substituted for throughout the game with only reserve players. This will allow for larger teams to get at-bats for each player. \*2010 Definition\* The batting order must remain the same throughout the game. For example a DH is brought into the game in right field, he does not take the batting position of the right fielder...he maintains his same position in the batting order.

No stealing or leaving for the next base until after the pitched ball crosses home plate. There will be a team warning the first time a player leaves a base before the catcher catches the ball, and the player must return to the base. The pitch shall stand as called. The second time the player is out. There is no coach's appeal on this; the call will be made by the umpire if he sees it.

No longer will there be a delay steal. However, a bad throw back to the pitcher (ie: into the outfield or a wild pitch) does allow for a base runner to advance.

Any fielder who obstructs a base runner while trying to advance to the next base (i.e., either by running or stealing) will receive a warning and the runner will be awarded the next base. If the base runner attempts to get back to the base that they originated from and is obstructed, then they will also be safe, but are not granted the “next base”. There is no coach's appeal on this; the call will be made by the umpire.

The catcher is not allowed to block/obstruct the plate unless he has the ball. For example, if a base runner slides into home plate and the catcher is blocking the plate without the ball and prevents the base runner from touching home plate, then the umpire will rule the base runner safe and the run will count. The same rule applies to any position player or fielder that tries to block any base without actually having possession of the baseball.

Players should slide whenever possible when advancing into a base if there is a play being made at that base. There is no head first sliding when advancing into a base, however diving back to a base is acceptable. If a player overruns a base and there is a play as he is heading back to the base, he does not have to slide.

There will be a team warning the first time a player throws a bat or helmet. The second time the player is out. Any other conduct by a player deemed unsportsmanlike by the umpire will result in a warning to the player for the first offense, and ejection from the game for the second offense.

The infield fly rule will be in effect.

There is no balk rule, however, if a situation arises such as a pitcher stopping his delivery during the middle of his windup after a player squares to bunt then the call should be no pitch/dead ball.

You must field 8 players. Minor league player are allowed up 4 times in a season and only if the team has 8 or less players. If you play with 8 players, an out will be registered each time you come to the 9<sup>th</sup> spot in the batting order.

If a player is injured during the game and cannot continue to play, then the Head Coach will declare this to the other Head Coach and umpires ASAP and the player will be done for the game. An out will NOT be recorded when that player's turn comes up in the batting order (unless you are down to 8 players). If the injury is not declared though, then an out will be recorded when the player's turn comes up in the batting order.

If a player has another prior commitment and needs to leave before the game is over, then the Head Coach must declare this to the other Head Coach and umpires. An out will NOT be recorded when that player's turn comes up in the batting order (unless you are down to 8 players). If the prior commitment is not declared though, then an out will be recorded when the player's turn comes up in the batting order.

If a player simply does not want to finish a game for a reason other than being injured or having another prior commitment (both as noted above), then an out will be recorded when that player's turn comes up in the batting order.

While on offense, coaches are only allowed one time out per inning to talk to a batter.

While on defense, coaches are only allowed one time out per inning to talk to the pitcher or any other fielder. On the second time out, the pitcher must be removed. For example, if a coach calls a time out to talk to his infielders, and then calls another time out in the same inning to talk to his pitcher, the pitcher must then be removed. Injuries and time to address them are not counted as time outs against a coach.

Playoff Tiebreaker-First (head to head), Second (win/run differential-total run difference during victories with a maximum of five runs counted per game to prevent running up scores), Third (total team strikeouts pitched).

Rainouts must be made up as soon as practicable, preferably within one week.

If a situation arises during the game in which there is a question or concern of any type, then BOTH team coaches and the umpires will gather together to resolve the issue amicably.

Please remind your pitchers not to dig out in front of the mound after every pitch as it not only slows the game down, but it ruins the mound for the other pitchers.

**\*NEW 2010\* Seven run rule limit- Each inning a team will be limited to scoring 7-runs. Play will stop as the 7<sup>th</sup> run crosses the plate. This rule will only be in effect for innings 1-6. From the 7<sup>th</sup> inning on, there will be no run limit. (this was revised on 4/24/10 at the coaches meeting)**

**\*New 2010\* Playoff game tiebreaker.** If the game should be tied after 7-innings of play, then only one extra (8<sup>th</sup> inning) will be played in the normal baseball format. If the game goes to the 9<sup>th</sup>-inning, then the last two outs of the previous inning/at-bat will be placed on second and third base with 1 out to start the 9<sup>th</sup>-inning. The home team will be setup with the same scenario in the bottom half of the 9<sup>th</sup>. This format would continue each consecutive inning until there is a clear winner at the end of the bottom half of an inning.