

Mayfield, Lyndhurst, S.E. & C.H. – 2010 MAJORS General Rules

Section One – Playing Fields

- 1.1 Field Dimensions
 Major 70' Bases 50' Pitching Distance
- 1.2 The fitness of a field for play before the game starts will be determined by the field maintenance supervisor at the field in question. Once a game has begun, the head umpire is in charge of determining continuation of play. Lightning in the area is cause for temporary suspension of play until the umpire calls the game.
- 1.3 During the Playing of the game, no players or coaches are permitted behind the backstop. No outside interference from anyone behind the backstop will be tolerated. The game shall be stopped while the Umpire clears the backstop if necessary.
- 1.4 **Rainouts:** League directors are responsible for contacting their managers before 4:00pm. After that teams must report to there scheduled field. See rule 1-2

Section Two – The Players

- 2-1 Eligible Players – Each player must be registered as a Majors player in Mayfield, Lyndhurst, South Euclid or Cleveland Heights and be listed on an official team roster submitted to each respective League Director by the first game of the season. Any player additions after the season starts must be communicated to all League Directors.
- 2-2 All players who show up prior to the official start time in FULL and clean uniforms MUST play three defensive innings (in a seven inning game). If the game is shortened all players must play two defensive innings. Failure to do so will result in the forfeit of the game. Special situations must be brought to the attention of a league director before game day.
- 2-3 The player is considered in the game when he takes his place in the field or has an official plate appearance.
- 2-4 Tardy players (arriving after the first pitch) do not have to be played. They cannot enter a game after the end of fourth inning. If a player is late and the manager elects to enter him in the game, the player must play 2 defensive innings. Tardy players entering the game are placed at the end of the batting order. A tardy player may enter the game immediately upon arrival if the team is in the field and is short players.
- 2-5 Team rosters and scheduling conflicts (school or city sponsored events) shall be presented to the league directors as soon as they are known. All efforts will be made to accommodate the requests for dates where teams cannot play for the above reasons ONLY. Managers cannot cancel or reschedule games because of lack of players or coaches; forfeits will be given to any team with out minimum number of players or coaches. Rescheduled games that have conflicts must be addressed to league directors 48 hours before game time.
- 2-6 To be eligible for post-season play, a player must participate in 50% of the team's regular season games. Missed games due to VERIFIED injury or illness will not count against a player.

- 2-7 In some cases, players who are past the legal age to play in a specific league, but have lesser playing abilities, will be allowed to play down a level. Under NO circumstances will that player be allowed to pitch in a game.

Section Three – Equipment

- 3.1 Regulation uniforms (issued jerseys and ball caps) are to be worn for all scheduled games. Shirttails are to be tucked inside the pants.
- 3.2 Bats shall be 27 – 32” in length and 2-1/4” in diameter. There is no limit regarding the weight – length differential rating of the bat. Wooden bats are illegal.
- 3.3 If a violation occurs and an illegal bat is used, the batter shall be called out and all runners return to their original bases. A second bat violation in the same game by the same team will result in a forfeit and the manager may be subject to disciplinary action, including suspension. The league directors will decide possible penalties.
- 3.4 Any player who wears eyeglasses should have safety glass, and are required to wear a head strap for their glasses.
- 3.5 Catchers are required to have protective cups and throat protection, either with a guard or a hockey style mask. Cups are suggested for all players.
- 3.6 Tennis shoes or rubber cleated baseball shoes are permitted. NO metal spikes of any kind are permitted on the field at any time.
- 3.7 Any player or coach under 18 years of age acting as a base coach is REQUIRED to wear a batting helmet. On deck hitters are also required to have on a batting helmet.
- 3.8 Any player warming up a pitcher must wear protective gear on his head, including a mask, and a protective cup.

Section Four – The Game

- 4.1 All games are scheduled for 6:30 pm – Monday thru Friday unless specifically noted on the schedule. League directors are in charge of scheduling all make up games.
- 4.2 There will be a 15-minute grace period at the start of the 6:00 game in the event that a team does not have the **minimum** number of players on hand to start the game. There is no grace period for the 8:00 game. A full lineup consists of 9 players in the field. The **minimum** to start a game is eight players.
- 4.3 Managers will exchange lineups before the game begins. The lineup card shall include the players name, number, and position. Any substitutes must also be listed. The manager is the only one who can make a lineup change. The change MUST be reported to the opposing team scorekeeper and/or manager before the player bats or takes the field. There is free substitution of all players.
- 4.4 Both home & away teams shall supply one new baseball per game. The home team shall supply one back-up ball.
- 4.5 Once the game begins, ONLY managers are permitted to discuss issues with the umpires. When not coaching, all coaches must remain in the dugout area. The manager should handle any questions from the coaches. A coach may request time in order to confer with his manager.

- 4.6 Base stealing is allowed, but not on the throw back to the pitcher. In the case of an errant throw, the ball is live and runners may advance at their own risk. Play is considered dead when the catcher has control of the ball and his intent is to throw the ball back to the pitcher. Any other move, i.e. fake throw towards or movement towards a base / runner will be considered a live play.

Section Four – continued

- 4.7 **Leadoffs will be permitted in ALL Majors games including the playoffs.** The pitcher will be instructed to pitch from the stretch when appropriate bases are occupied.
- 4.8 Runners must slide at any base except first if a tag play is being made. If a runner does not slide, but avoids the tag and contact with the defensive player, the play shall stand as called. If contact is made, the umpire has the right to call the runner out regardless of the outcome of the play. If VIOLENT contact is made, the runner will be called out and MAY be ejected from the game.
- 4.9 If bases are not tied down, the player sliding into a base does not have to “hold the base” in the event it moves from its position. Headfirst dives back to the base require that the runner hold onto the base.
- 4.10 No headfirst slides are permitted when advancing to a base. The penalty would be that the runner is out. Diving BACK to a base is permitted, although it should be avoided if at all possible.
- 4.11 The dropped third strike rule **does** apply.
- 4.12 The infield fly rule will be enforced in the Majors.
- 4.13 In all divisions, the league will use a continuous batting order. All available players will hit the entire game, and they must play the minimum number of innings in the field.
- 4.14 The pitching limits are as follows: 8 innings per week, 4 innings maximum per game. One pitch thrown in an inning means a pitcher is charged with a complete inning. If 3 games are played in one week, the pitching limit is 9 innings total for that week.
- 4.15 The pitching week starts at 12:01 am Monday morning. A pitcher MUST have 22 hours rest after he pitches 3 innings or less. If he pitches any more than three innings, he must have 46 hours rest before pitching again.
- 4.16 Tournament innings DO NOT count toward inning totals for a week. However, he must comply with the rest rule if he is pitching in a league game while a tournament is in progress.
- 4.17 A pitcher may re-enter a game once AS A PITCHER if he is removed, but not in the same inning and provided they have not left the game as a player.
- 4.18 There is no balk rule when leadoffs are not allowed (see 4-7). If leadoffs are allowed, there will be one balk warning per pitcher.
- 4.19 A pitcher will be removed from the mound if he hits two batters in one inning or 3 batters in one game.
- 4.20 Throwing the bat for the first time in a game will result in a warning to the hitter, and will also result in a TEAM warning. The second offense by anyone on that team may result in the hitter being called out. This is a judgment call by the umpire.
- 4.21 NO intentional walks are permitted in either division.

4.22 The hidden ball trick is illegal.

Section Four – continued

4.23 All managers will have their scorebooks signed by the opposing manager after each game. This is done to verify that the innings pitched by each player match up. Names and numbers should be used to identify pitchers in the game.

4.24 APPEALS – The defensive team is required to make an appeal play. If the defensive team sees a player missing a base, or leaving early on a tag up they are responsible to bring the infraction to the umpires attention. After the play is dead, the Manager will make a verbal appeal.

4.25 Mercy Rule is in effect; 12 runs after 5 innings (4½ if the home team is ahead).

4.26 Games consist of seven innings. In order for a game to be official, 4½ innings must be played in the Majors, assuming the home team is ahead. If they trail, the home team must bat in the fifth inning. There is a 2 hour time limit, no new inning can begin after two hours; current inning continues.

4.27 If the catcher reaches base with two outs in an inning, a courtesy runner MAY replace him so that he can get his equipment on. The runner MUST be the person in the lineup who was the last recorded out in the inning.

4.28 There are three possible endings to a game: One is an official game; two is a suspended game; three is a cancelled game.

- CANCELLED – If the game has to be suspended before one complete inning is played, then the game will be cancelled and replayed in its entirety.
- OFFICIAL – One that goes regulation innings or meets the run rule in 4-24.
- SUSPENDED – A game that is called due to unplayable conditions such as darkness, field playability, lightning, etc. and that has met the innings required for an official game and the score is not tied, will be considered a official game. If play is stopped in an incomplete inning, score reverts back to the last COMPLETE inning played.
- AN UNOFFICIAL OR TIED SUSPENDED GAME will pick up from the point in the game where they were forced to stop. Players remain in the same batting order, pitch innings apply to this game and new players are added to the bottom of the batting order, missing players are scratched from the lineup. Maintain the same scorebook.
- RESCHEDULED GAMES will be scheduled by league directors and presented to both managers within 24 hours of original game time. Any conflicts must be addressed immediately.

Lighting seen by any league or team official, including umpires, will result in games being suspended and players moved to safety.

During severe weather conditions such as high winds, heavy rain, etc., if the umpire does not call the game and both managers agree it should be called, then both managers should confer with the umpire and request it be called. The league director for that particular league may also step-in to halt the game.

When lightning is seen in the area, by an umpire, a manager, the assistant manager or any trustee the game **must be suspended IMMEDIATELY. Game may only be re-started, after 30 minutes of time has passed from sight of the last lightening bolt.**

Section Five - Miscellaneous

- 5.1 All reasonable efforts must be made to play makeup games as soon as possible, assuming no conflicts with other league or tournament games. The director of the home park is responsible for scheduling the games.
- 5.2 The home team has the duty to inform the league director in the event of a rainout. Weekends may be used for rainouts if there are no tournaments scheduled for that weekend.
- 5.3 PROTESTS – Protests must be in writing and in the hands of the league director within 24 hours of the conclusion of the game. A manager filing a protest MUST notify the umpire and the opposing manager at the point in the game in which the infraction occurred (including game ending plays). Both managers must sign the scorebook.
- 5.4 Any infraction of the player participation rules or pitching limits will result in an AUTOMATIC forfeit if the protest is filed in time or if the opposing team refuses to sign the scorebook.
- 5.5 **BORROWED PLAYER** (call-ups) must be called up from the league directly below the calling league and cannot cross programs. Teams will be provided with a copy of the list of eligible players for call-ups by their League Director.
- 5.6 A player may be borrowed to play up only if the requesting team would otherwise forfeit.
- 5.7 A player cannot be borrowed from a team that has a concurrent game in their own league. Such a player will be considered an ineligible player.
- 5.8 Borrowed players must wear their regular league jersey, only play in the outfield and bat in the bottom 1/3 of the batting order.
- 5.9 One team cannot call the same player more than three times in a season.
- 5.10 The manager of the team with the borrowed player must notify the opposing team that a borrowed player is being used.
- 5.11 First offense violation of the borrowed player rule will result in a warning issued to the manager. The second offense will result in a one game suspension for the manager. Any borrowed player that is ineligible will not be allowed to be called up again.

Section Six – Coaching

- 6.1 The manager of a team, in cooperation with the umpires, is responsible for the behavior on his bench. This includes all coaches, players, parents, etc.
- 6.2 A suspended player, coach, or manager may not sit in the bench area during the course of the game.
- 6.3 EJECTIONS:
 - The manager must notify the league director the night of the game, of any player, coach, or manager that was ejected during a game.
 - Players, coaches, and managers receive an automatic one (1) game suspension for any ejection.
 - A second offense is an automatic two (2) game suspension, and requires a meeting with the executive committee. Suspensions will continue until their meeting with the executive committee.

- If the player, coach, or manager fails to serve the suspension, the game they participated in that they were ineligible for will be declared a forfeit, and they will not participate until the suspension is served.
- 6.4 If a team is playing with the minimum amount of players in the lineup and a player is ejected, the game will continue. When that player's spot in the batting order arrives, the umpire declares an OUT.
- 6-5 If a player is removed from the game due to illness or injury, he may return at any time before his spot in the lineup arrives. If he cannot go back into the game, his spot will be passed over without penalty. However, he **may not** return to the game in any capacity.
- 6.6 Ejected players may sit in the dugout for the rest of the game. However, if the ejected player is still disruptive, he may be removed from the field entirely. Anyone ejected from a game must sit out the next game as well.
- 6.7 Improper actions taken by an umpire should be reported to the league director in question. Only the manager or acting manager will handle any problems or disputes with umpires and league directors. Harassment of umpires will not be tolerated.
- 6.8 Parents are not allowed on the field at any time other than to check on the extent of an injury to a child. Going onto the field to dispute a call by an umpire or a decision by a coach can result in the offending parent being banished from the park, and the parent's child being removed from the game.

Coaching Guidelines – Pace of Play

- Each team should have three coaches, including one who remains in the dugout to assist the players with equipment issues. A capable parent should also be used to act as the official scorekeeper for a team.
- If the catcher is not scheduled to hit in an inning, encourage him to keep his shin guards on while resting. Have a coach ready to assist the catcher in getting on the rest of his gear while another coach or player warms up the pitcher.
- Let subs know ahead of time when they will be going into the game, and at what position.
- Have a written copy of your team's lineup available as soon as possible for the opposing team, and have a copy posted in your dugout for all players to see. The first three hitters in an inning should be ready to go when their turn arrives.
- Seven warm-up pitches are allowed in the first inning or for a new pitcher. Three pitches in other instances.
- Keep the game moving; talk to your players between innings and not after they have taken the field and are ready for play.
- **Tiebreakers**
- Overall record
- Head to head record
- Division record
- Runs allowed in division

World Series: Play starts the week of July 12th, 2010

3 division winners and 1 wild card