



Major League Division Rules

Updated: Jan. 2018

1. Game Rules

- 1.1. Major League games will be played in strict accordance with the Official Cal Ripken Rules.

2. The Game

- 2.1. Each game will be 6 innings. Games will have a time curfew of **1:45**.
- 2.2. No new inning may be started after the 1:45 curfew has expired.
- 2.3. An inning that has started prior to the expiration of time will be played until completion.
- 2.4. There will be no tie games in the major division. Extra innings will be played until a winner is decided.

3. Game Lineup / Batting Order

- 3.1. Each team's lineup / batting order is to be turned in to the official scorekeeper by the Manager as soon as the teams enter the dugout for their game. ***Players last name and number must be included.***
- 3.2. Prior to the start of the game both Managers will meet with the umpire. The umpire will be given a game lineup / batting order for each Manager. The Managers will also exchange game lineup / batting orders at this time.

4. Time Lineup / Batting Order

- 4.1. Each team lineup / batting order is to be turned in to the official scorekeeper by the Manager as soon as the teams enter the dugout for their game. This lineup will be complete with each players last name, number, position in the batting order and the defensive position. Substitute players will be listed at the bottom of the lineup card and will also include the players number.

5. Required Playing Time

- 5.1. Every player on a game lineup / batting order is required to play at least 2 defensive innings and bat one time in every game.

6. Rain Out Game

- 6.1. A rain out game is one that never started due to inclement weather or did not complete 3½ innings of play before being stopped due to inclement weather.

7. Rescheduling Rain Out or Suspended Games

- 7.1. Any game that has been rained out or suspended must be made up as soon as possible of the original date.
- 7.2. A suspended game will begin at the exact point in the game that it was when play stopped.

8. Mercy Rule / Time Limit

- 8.1. Major League games will have a regular season time limit of 1:45.
- 8.2. Mercy rule will be in affect. It will be 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings
- 8.3. If there is time remaining in the time limit, the scoreboard will be reset to "0" and the teams will be allowed to scrimmage for the remainder of the time limit if both coaches agree to continue. This becomes a practice and innings pitched after this point will not count against the pitchers weekly number of allowed innings.

9. Pitching

- 9.1. Pitchers
 - 9.1.1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
 - 9.1.2. A pitcher once removed from the game cannot return as a pitcher. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
 - 9.1.3. The manager must remove the pitcher when said pitcher reaches the limit of 85 pitches in any game, but the pitcher may remain in the game at another position:

EXCEPTION: If a pitcher reaches the limit imposed in regulation while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - (a.) That batter reaches base
 - (b.) That batter is put out
 - (c.) The third out is made to complete the half-inning.
 - 9.1.4. Pitchers in Minor Major divisions must adhere to the following rest requirements:
 - 9.1.4.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 9.1.4.2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

- 9.1.4.3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- 9.1.4.4. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- 9.1.4.5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 9.1.5. Home team must designate the scorekeeper or another game official as the official pitch count recorder. Opposing team also must keep records to verify pitch counts.
- 9.1.6. The pitch count recorder/opposing team manager must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- 9.1.7. The official pitch count recorder/opposing team manager should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation. However, the failure by the pitch count recorder/opposing manager to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- 9.1.8. Violation of any section of this regulation can result in protest of the game in which it occurs.
- 9.1.9. Any pitcher removed from the game and/or that game is completed umpire-in-chief confirms pitchers pitch count with both team managers and signs off on the pitch count in the official score book.
- 9.1.10. A player may not pitch in more than one game in a day

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

10. Batting

- 10.1. Homerun balls must clear the fence. A ball which hits the top of the fence and remains in play is a live ball.
 - 10.1.1. Any batter who unintentionally throws a bat will be given one warning. A second offense in the same game will result in the player being called out. Any player who intentionally throws a bat will automatically be called out. This is also cause for ejection from the game if the umpire feels that the player was intentionally trying to hurt another player.

11. Courtesy Runner

- 11.1.1. Courtesy runner for catcher: When the catcher is a base runner and there are two outs, a courtesy runner may be used to allow the catcher additional time to put on their equipment for the next half inning.
- 11.1.2. The courtesy runner must be the player who committed the second out in the current inning.
- 11.1.3. The player receiving the courtesy runner must be the player who is going to catch the next half inning.

12. Sliding

- 12.1. Headfirst sliding is prohibited. The two exceptions will be when a player is caught in a rundown or is returning to a base to avoid being put out.

Penalty: Umpire will declare a dead ball and the violating player will be called

out.

13. Game Protocol

- 13.1. All coaches are expected to remain inside their dugout once gameplay has begun. A coach may walkout of the dugout to demonstrate or communicate something to a player and return to the dugout. Time must be called prior to entering the field of play for any reason once the umpire has declared "Play Ball".
- 13.2. Only rostered players and coaches of the competing teams may be in the dugout during the game. A scorekeeper and team parent are also permitted to be in the dugout. Parents of injured players are also permitted to enter to care for their child.
- 13.3. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the division Vice-President. Repeated violations of this rule may result in a game suspension for the violating coach.
- 13.4. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. (The ejected individual will not be permitted to have any involvement with his / her team inside the fenced-in area of the playing field on the game day they are suspended for.) In the event that a second ejection occurs involving the game individual during the season, that player or coach will not be eligible to participate again until he / she has been given permission by the JCYB Board of Directors.
- 13.5. Any individual ejected from a game or the park by an umpire or league official must leave the field area for the remainder of the day in which the ejection occurs. The individual must vacate all park facilities, including the parking lot. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in a forfeit of the game for the team affiliated with that person.