



# Major League Rules

The league is operated by volunteers who devote their personal time and energy to teach each child about the game of baseball. Commissioners, coaches and parents are expected to set a good example for the children. Our goal is to encourage teamwork, good sportsmanship and, most of all, having FUN!

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## 1) Games and Practices

- 1.1 Games and practices will take place at the Vessey Field on Saturday mornings from 09:00-12:00 and at the Les Evaux fields on Mondays from 18:30 to 20:30..

## 2) Conduct

- 2.1 All players, coaches and parents are expected to observe the rules of good sportsmanship.
- 2.2 Anyone demonstrating poor sportsmanship, using foul language or ridiculing other players will be kindly ejected from the game.
- 2.3 There will be one warning given prior to action being taken.
- 2.4 Players must remain in their "dugout" at all times when not on the field.
- 2.5 **IMPORTANT** - Teams will select one player who best exemplifies sportsmanship to receive a special award at the end of the season during our closing ceremonies!!!

## 3) Home Team Responsibilities

- 3.1 The Home team will be the first name on the schedule.
- 3.2 Ensure field is ready to play (i.e., lay out the bases and pitching rubber on baseball diamond).
- 3.3 Provide final game score to Major League Commissioner.

## 4) Diamond Layout and Distances

- 4.1 Home plate to pitcher's rubber          60 feet

- 4.2 Distance between bases 90 feet
- 4.3 On-deck "circle" needs to be clearly marked (major safety concern)
- 5) Starting a Game
  - 5.1 Minimum 7 players per side (we'll loan outfielders if needed)
  - 5.2 If a player is injured during base running, a substitute may be used.
  - 5.3 If one team has less than 7 players, coaches can mutually agree on substitute players from the other team. They must automatically come from the last 3 players who batted the previous inning. The idea would be to play 9 players in the field at all times.
  - 5.4 A fifteen-minute waiting period from the start of the game will be given to allow all players to be present.
  - 5.5 The intent is to avoid forfeiting games.
- 6) Uniforms/Equipment
  - 6.1 Jerseys, hats and socks will be made available to all players.
  - 6.2 Pants will need to be recycled – if a player's pants from earlier years still fit, they will be asked to use them again. If a player has outgrown their pants, they will need to “trade-in” their pants (after cleaning) for a larger pair (these will be clean, though not necessarily new). New players will be given pants at the beginning of the season.
  - 6.3 Each player will respect his or her uniform (i.e. jersey tucked in and hat on properly) and wear it to each practice and game. NO EXCEPTIONS.
  - 6.4 Names/Nicknames are NOT allowed anywhere on the jerseys.
  - 6.5 No shorts, baggy pants, jeans, etc.
  - 6.6 All batters / baserunners are required to wear a batting helmet.
- 7) Pitching
  - 7.1 17 year-olds can pitch? Yes.
  - 7.2 No pitcher can pitch more than two innings in a game, three max in a day (ie, if in a game we need to go to a 5<sup>th</sup> inning, a team must pitch a 3<sup>rd</sup> pitcher).

- 7.3 Any inning in which a player has thrown at least one pitch constitutes one inning when determining the number of innings pitched.
- 7.4 3 strikes for an out / 4 balls for a walk per batter. Called balls/strikes count.
- 7.5 If a player is hit by a pitch, when bases are loaded, the run scores.
- 7.6 NO intentional walks.

8) Batting

- 8.1 Each team shall bat in order until 3 outs occur or until nine players have batted.
- 8.2. Late arrivals must be put at the end of the batting order.
- 8.3 Every team member shall be put in the batting order and shall bat in turn.
- 8.4 The batting order remains the same for the duration of the game.
- 8.5 NO bat throwing. Players will be warned once then asked to sit down.
- 8.6 Play will continue until the final out / final batter has finished and the ball is "dead".
- 8.7 Last Batter - When the last batter hits, play continues until either a player is put out, tagged or until the ball is considered "dead". "Dead" = back to the pitcher.
- 8.8 Runs crossing home plate BEFORE a put out or tag out will count if the out is not the final out (third out) of the inning.
- 8.9 Bunting is allowed.

9) Dead Ball & Base Running

- 9.1 Stealing is allowed (after the first 2 regular season games) but with no lead-offs at any base. Maximum one base can be advanced on a steal.
- 9.2 Runner may not leave the base before the pitched ball has crossed the plate.
- 9.3 Maximum 2 steals per inning.
- 9.4 Runners may advance to the next base only if they are beyond the halfway point when the ball is called "dead" by the umpire.
- 9.5 Runners may advance one base on an overthrow that passes 1<sup>st</sup> or 3<sup>rd</sup> base into foul territory.

- 9.6 Runner may advance one base on a passed ball.
  - 9.7 A runner will be awarded the next base if a defensive player blocks or interferes with his forward progress.
  - 9.8 The infield fly rule is not in effect for this league.
  - 9.9 Headfirst slides are not permitted except when the runner is returning to a base.
  - 9.10 A baserunner that purposely runs into a fielder will be ejected from the game.
- 10) Innings and Time Limit
- 10.1 Regulation game is 6 innings (5 ½ innings if home team is ahead at the end of the top half of the 5<sup>th</sup> inning).
  - 10.2 The time limit for all games is 1 ¼ hours.
  - 10.3 If the time limit is reached and an inning is in progress, then that inning will be completed.
  - 10.4 Once the time limit is reached and the current inning is completed, the game will be considered complete regardless of the number of innings played.
  - 10.5 Ties should be played out, time permitting.
- 11) Players
- 11.1 9 defensive players are allowed on the field.
  - 11.2 All team members must play in the field for at least 2 innings.
  - 11.3 There is free substitution in this league.
- 12) Official Balls
- 12.1 The Majors will utilize regulation hard baseballs.
  - 12.2 The balls issued with each team's equipment are to be used for practice.
  - 12.3 Each team is expected to provide two new game balls for each game.
- 13) Rain

- 13.1 Prior to the start of the game, the League Commissioner will make the decision whether play will begin due to field conditions or inclement weather. In the event of visual lightening, all play will be immediately suspended without argument.
  - 13.2 If the League Commissioner is not present, the head coaches will make a joint decision whether to play.
  - 13.3 If a game has started, both coaches will decide whether to call the game because of darkness or weather.
  - 13.4 A game is considered complete at the time of the rain-out.
  - 13.5 No make-ups.
- 14) Umpires
- 14.1 In the event we don't have a "professional" ump, umpires should come from one of the parents or coaches. The two head coaches are responsible for agreeing the umpire prior to the start of the game.
  - 14.2 ALL umpire rulings are final.
  - 14.3 Absolutely no arguing or complaining with the umpires will be tolerated.
- 15) Scoring
- 15.1 Both teams should keep score, each for their respective teams.
  - 15.2 At the end of each inning, both scorekeepers should confer and agree on runs scored.
- 16) Parental Support
- 16.1 Parental support and participation are strongly encouraged.
  - 16.2 Parents are responsible for ensuring their child is picked up at the completion of each practice or game.
  - 16.3 Parents are NOT allowed on the field at any time.
- 17) Disputes
- 17.1 All disputes should be directed to the Major League Commissioner.
  - 17.2 In cases where a resolution cannot be reached, the League Commissioner will make the final decision.