

## **RULES OF PLAY: MAJOR LEAGUE**

1. Major league coaches must **pitch overhand** from the rubber on the pitcher mound.
2. **Ten defensive players** will be allowed on the field: 1st base, 2nd base, short stop, 3rd base, pitcher, catcher, right field, right center field, left center field, and left field.
3. **Play begins** and the pitching coach will be allowed to throw the first pitch after the umpire has called “PLAY BALL”.
4. The umpire will not call “**PLAY BALL**” until all defensive players are in position, alert and ready; all offensive players are off the field or wearing a safety helmet.
5. **The batter is out** when he has 3 strikes or 7 pitches, unless the 7th pitch is hit foul. The batter must swing on the 7th pitch and all subsequent pitches or he will be called out. As long as the batter is hitting foul balls after the 7th pitch, he is not out and is entitled to another pitch.
6. The umpire will **not call balls and strikes**.
7. **No bunting**--The batter must take a full swing. If the umpire determines that a batter has purposely bunted, that batter will be called out.
8. If a batter **bats out of turn** and the opposing head coach contests it, said batter will be out. The opposing head coach must bring it to the attention of the umpire before the first pitch is thrown to the next batter. This batter will resume his normal batting position in the lineup and the bumped player will bat immediately following the offending player.
9. The batter must **safely drop the bat** after hitting the ball. Failure to do so, will result in **ONE WARNING** per team, per game and all subsequent players that do not comply shall be called out at the umpire’s discretion.
10. An infielder (when using the overthrow rule) is a player inside of the white perimeter circle when throwing the ball. An outfielder (when using the overthrow rule) is a player outside of the white perimeter when throwing the ball.
11. If a ball is hit and fielded by any **infielder first** and the ball is **overthrown** to any base, base runners can advance one base at their own risk. Base runners can be thrown out trying to advance.
12. If a ball is hit and fielded by any **outfielder** and the ball is **overthrown** to any base out of the field of play, runners can advance one base at their own risk.
13. The umpire will call “**TIME**” **after** an infielder has control of the ball coming in from the outfield. Any runner who is not halfway to the next base will have to retreat to the previous base.
14. The **INFIELD FLY rule** does not apply.

15. **No stealing, no leading off**--Base runners must stay in contact with the base until the ball is hit. Players who violate this rule shall receive one warning per inning. Second offense is an OUT called by the umpire.

16. The **inning is over** when there are three outs, all players in the batting lineup have batted, or a team scores 7 runs. Each team is entitled to an **equal number of bats**. Example: Team A has 14 players in their lineup, Team B has 12 players in their lineup-- both teams may bat a maximum of 14 times per inning.

17. Even though the defensive positions will change, **the batting order shall remain constant** and cannot be changed after the game has begun. However, any player that arrives late for a game will be allowed to participate as long as he is placed at the bottom of the batting order.

18. **Each player will bat**. Head coaches will give the scorekeeper a lineup designating the batting order, player's name and number.

19. **All defensive players must stay in the proximity of their base** until the ball has been pitched by the coach. The infielder must stay inside the outfield perimeter line and the outfielder must stay outside of the perimeter line. The pitching position may be placed on either side of the pitching mound.

20. **Defensively, players will not sit out more than one inning at a time and they can't sit out more than two innings a game**. Coaches are allowed free defensive substitutions.

21. **Time outs** may be called at the discretion of the umpire. The umpire will immediately call "TIME" to indicate a dead ball in case of any injury.

22. **A regulation game** is a maximum of six innings or 1 hour and 30 minutes. In the event of a tie, one extra inning will be played and if the game is still tied it will go into the official score book as such. If a rainout occurs after four complete innings, it will be considered a full regulation game. All games are official as long as both teams had equal times at bat.

23. If the home team is ahead and the time limit is over, they will not take a turn at bat. If the time limit is not over, the coaches have the option to play the last half of the sixth inning.

24. **NO APPEAL PLAYS**: All decisions of the umpire are **FINAL**.

25. **No bats larger than 2 1/4" may be used**.

26. **Home Team will be responsible for keeping the book for both teams and visiting team responsible for the scoreboard for both teams**. (Both teams are suggested to keep a book.) When the score discrepancy is greater than 15 points, no runs will be posted for the remainder of the game.

27. **Only 4 coaches per team are permitted on the field during the game**, the Head Coach, 2 Assistant Coaches and a Dugout Coordinator (in some instances this may be the Team Mom).