Majors Baseball Division Rules – Updated April 2, 2024

**The intent of these rules is to clarify rules specific to Somerville Baseball (SBI), including those town baseball programs participating with SBI. Games shall be governed by “The Standard Playing Rules” and “Cal Ripken” and modified as specified below. Matters of contention should be addressed solely for the purpose of better educating the players on the correct way to play the game of baseball.**

All participants, players, coaches, managers as well as parents, are required to read and sign the Code of Conduct prior to playing baseball.

Rules are for all Leagues unless specified otherwise:

1. **Leagues/Age Requirements**

Leagues are divided by player age as of April 30 of the current year. The date is consistent with age requirements for tournament play. If a player requests to “play up” one age level, approval from the appropriate league commissioner is required. The player must demonstrate skills necessary to compete in the league which they will be playing.

*Eastern: Ages 7 and 8*

*American/National: Ages 9 and 10*

*East/West: Ages 11 and 12*

1. **Playing Field**

Games will be played 50/70 field where bases will be 70 feet apart in a diamond shape, and the pitcher’s rubber will be 50 feet from the back point of home plate.

Whereas a field cannot support 50/70 play, 46/60 rules will apply: Bases will be 60 feet apart in a diamond shape from home plate. The pitcher’s plate will be 46 feet from the back point of home plate.

1. **Official Game**
   1. Weekday games will begin at 6:00 p.m. In all instances, the forfeit time will be 20 minutes after the scheduled start times.
   2. No full inning shall start after 1 hour and 45 minutes from first pitch.
   3. The umpire shall have the official time.
   4. There will be an eight (8) player minimum allowed before a forfeit is decided.
   5. When a team cannot conclude a game because an injury provides that team with less than eight (8) players, the game will be suspended and continued from that point at a future date.
   6. A full game shall consist of six innings. A game will become official after 4 innings. If home team is winning, the game is official after 3 ½ innings.
   7. All games that are suspended or rained out will be made up at the first available date. Managers must contact the appropriate league commissioner to get available field time.
   8. Once a game has completed one full inning, and the game ends due to weather, darkness, etc. The game will be considered suspended, and scheduled for a later date, continuing from the moment the game was called.
   9. If the game is less then one full inning, the game will start over completely. The pitching, however, will count towards innings.

J) A 10-run mercy rule will take effect after four innings.

1. **Pitching**
2. The manager must remove the pitcher when said pitcher reaches the limit for his/her age

group as noted below, but the pitcher may remain in the game at another position:

League Age

11 -12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

**Exception**: Exception: If a pitcher reaches the limit imposed in Regulation VI (a) for

his/her league age while facing a batter, the pitcher may continue to pitch until any one

of the following conditions occurs:

1. That batter reaches base;

2. That batter is put out;

3. The third out is made to complete the half-inning.

1. Pitchers league age 14 and under must adhere to the following rest requirements:

• If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must

be observed.

• If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be

observed.

• If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be

observed.

• If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be

observed.

• If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

1. The team Manager, or designee, will be responsible for keeping the pitch count for both teams.
2. The team Manager is responsible for knowing when his/her pitcher must be removed.
3. A player may not pitch in more than one game in a day
4. Once a pitcher is removed from that position in a game, he/she may not return to pitch.
5. Managers and head umpire will be required to record the pitcher’s pitch count for each game. This information must be available for review throughout the season if asked for (by managers or umpires). (Managers **MUST** keep pitching records in their scorebook).
6. Pitchers will be allowed between 5 and 8 warm-up pitches before each inning. New pitchers will be allowed 8 warm-up pitches. The umpire may limit the number of warm-up pitches to speed up the game.
7. A pitcher that hits batters two (2) times in an inning or three (3) times in a game *may* be asked to leave the pitching mound. The umpire should use discretion based on the speed and related danger of the pitches, the attempt by the batter to move, etc, before removing the pitcher.
8. **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. Little League 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 league age 12 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 league age 12 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 league age 12 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.

1. **Batting & Base Running**
   1. Any player who over slides a base due to movement of the base and has reached the base safely will be safe unless in the umpire’s judgment, the runner attempts to advance to the next base. If a moveable base is pushed away during a slide, the player is to remain where the base was and not chase after the base to be considered safe.
   2. Any base runner purposely bowling into a fielder will be ejected from the game.

*Majors:*

1. Every player on a team bats the whole game. Batting order stays the same throughout the whole game, with late arriving players being inserted at the bottom of the line-up.
2. Balks: 2 warnings by the umpire will be issued. After two warnings, a balk will be called and runners will advance one base.
3. Stealing of all bases is permitted.
4. Leading is allowed.
5. On any third strike, the batter will run if the catcher does not catch the ball. Batter will be automatically out in the event there is a man on 1st base.
6. Base runners may only slide feet first into the base. Additionally, base runners must slide into any base (except 1st base) where a play is being made. Violation of the sliding rule will result in the base runner being called out. (Umpire may issue a warning for the first offense). Runners may dive back to a base headfirst if he/she overran the bag and is trying to get back to the base.
7. Infield fly rule will be called in this league.
8. Runners may tag up on a fly ball.

6. **Live/Dead Ball Play**

*Majors:*

The ball is considered live when he umpire calls “play ball” or signals for the pitcher to pitch and the ball will be considered in play until the umpire call time suspending play, or when the pitcher with the ball in his/her possession takes position on the pitcher’s rubber at which time the ball becomes “dead”.

7. **Substitution**

Every player must meet the minimum playing time as indicated below. Substitutions are the Manager’s responsibility. Violation of this rule will result in an automatic forfeit, which will be strictly enforced by the Commissioner.

|  |  |  |
| --- | --- | --- |
| League | Minimum  Defensive outs  Per Game | Miscellaneous |
| *Majors* | 6 | All players not in the starting lineup must be substituted into the game by the teams defensive half of the third inning. |

8. **Postponements**

All postponed games should be made up at the earliest available date. Games must be made up within 15 days of the postponement or both teams will forfeit. Managers must notify their commissioner/town rep when rescheduling games. Commissioners/town reps are responsible for making sure umpires are notified of the rescheduled date. (Home Managers are to notify visiting Managers from other towns of postponements prior to 5:00 p.m., or a reasonable time). If the weather is uncertain, assume there will be a game.

9. **Miscellaneous**

1. No Manager or Coach shall cross a baseline to protest a call. Managers must request time out from the Head Umpire and the time out must be granted before the Manager may approach the Head Umpire. All discussions concerning umpire’s calls or rules interpretations will be conducted by the Managers and the Head Umpire ONLY, and should be done in a private manner.
2. No jewelry shall be worn by players. If jewelry is deemed religious it must be tapped to players body or jersey.
3. Catchers must wear protective gear, including neck and groin protectors.
4. No metal spikes are allowed. Any player wearing metal spikes will be asked to remove them. If they do not comply, they will be ejected from the game.
5. All players must wear their team jersey in order to play.
6. All male players must wear a protective cup in order to play.
7. Any member of a team’s roster may warm up a pitcher at home plate or in the bullpen. Any player warming up a pitcher **must wear a catcher’s helmet and mask when in the crouch position.**
8. Managers are allowed 1 visit to the foul line or the mound per inning. The 2nd visit in one inning will result in removal of the pitcher.
9. A maximum of four (4) non-players are allowed in the dugout. All non-players who are in the dugout must be certified to coach on the field.
10. Home team is to provide two (2) game balls.
11. Ground rules are governed by field conditions and must be explained by the umpire prior to the game. When a thrown ball enters a dead ball area, play is stopped. The umpire will award all runners 2 bases from the last base reached safely prior to the release of the throw.
12. Harassment of any player by either team shall be cause for ejection. Taunting (deliberate distraction, belittling opponent) shall not be allowed. Clapping while on the bases (as a distraction to the fielders) will not be permitted.
13. Bats must be USA Approved. All non-wood bats can be either 2 ¼” or 2 5/8” barrel and 32” in length.
14. **Floater / Non Roster Players:**
    1. Players not on the roster, which the league has a record of, are NOT allowed to play. If a team needs to add a player to their team, they must first receive approval from the league commissioner, and all teams will be notified of the change in the roster.
    2. Teams can use players (floaters) from other teams to assist in game attendance and getting games in. These players must meet the age requirements of the league, will be flagged on the lineups, and MUST be introduced at start of the game. If introduced they must play. If not introduced at the start of the game, they can not be used. The designated players should be the least experienced players, so they can gain something from this experience.
    3. Designated floaters will NOT be permitted to pitch. Designated floaters will be inserted into the bottom of the lineup.
    4. Managers may substitute a runner for catcher on base with 2 outs.
    5. Intentional walks are NOT ALLOWED.
    6. Not following these rules will result in forfeit of game.

# Game Results – Score Reporting

* Winning team is responsible for reporting scores to League Commissioner, Gregg Snyder, at [greggsnyderjr@gmail.com](mailto:greggsnyderjr@gmail.com) or through text at 908-210-6252. Please report scores no later than the morning following the game being completed.