

Hillside/Memorial Majors Baseball Rules

1. Boundaries

- a. Bases will be 60'
- b. Pitching Rubber at 46'
- c. **NO ON DECK BATTERS**

2. Game Play

- a. Full game play is 6 innings
- b. **No new inning may begin 1 Hour 30 minutes after the FIRST PITCH**
- c. Mercy Rule
 - 1) 15 after 3 complete innings
 - 2) 10 after 4 Complete innings
- d. Half innings are 3 outs or **Max of 6 Runs** whichever comes first.
EX: The half inning ends as soon as the 6th run scores regardless of any continuation in play.

3. Pitching

- a. Pitchers are limited to 85 Pitches per day
 - a) 66-85 pitches = 4 calendar days rest
 - b) 51-65 pitches = 3 calendar days rest
 - c) 36-50 pitches = 2 calendar days rest
 - d) 21-35 pitches = 1 calendar day rest
 - e) 1-20 pitches = 0 days rest required
 - f) Exceptions:
 - 1) If a pitcher reaches a day(s) of rest threshold 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 retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.
- b. **NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more**

pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

4. Batting

- a) All players present on game day will bat in the lineup regardless of defensive position
- b) Players that arrive after lineups have been exchanged must be reported immediately to BOTH scorekeepers and will be inserted to the end of the lineup that was handed to opposing scorekeeper
 - a) i.e. if a 12 batter lineup was handed in...Late player will be inserted to the "13 HOLE" regardless of where team is in the lineup
- c) Batters may advance on dropped 3rd strike
 1. Note coaches must discuss this prior to the game starting
 2. By May 1st all teams will be able to advance on dropped 3rd strike

5. Base running

- a. Baserunners may leave the base to steal and/or take secondary lead
 - a. Only when the ball crosses the plate
- b. If a runner leaves early the runner will be returned to base without an out
 3. See 2014 Little League rule book 7.13 a-c along with 16 examples of what to do if ball is put in play when runner leaves early
 - a. Runner may advance at their own risk on overthrow
- c. Home is open and runners may advance to any base at their own risk
- d. If ball is thrown OUT OF PLAY runners will advance one base
 - a) This includes home plate.
 - b) Out of play is: Outside of fence, inside a dugout, or not reachable by player who must raise both hands to indicate

6. 7) Fielding

- a) Teams may play a maximum of 9 players on the field and a minimum of 8 players
- b) Teams may only use 6 infielders
 - a. This includes the pitcher and catcher

2022 Point of Emphasis:

- **Only 1 Coach from the Defensive Team will be allowed out of the dugout to instruct/coach their team. All other coaches should be in the dugout.**
- **Any and All discussions with the umpire(s) must be completed after the play is over and "time out" has been requested and declared by the umpire.**
- **Any and All discussions with the umpire(s) must be conducted in a respectful manner. No Exceptions!**