

DVAA Majors Baseball Rules

Run Rule

- A 10 run mercy rule will be in effect. If one team is ahead by ten runs after 4 innings (3 1/2 innings if the home team is ahead) the game is over.
- A five run max limit per inning will be in effect. Once 5 runs are scored by a team, switch. Exception to the rule is if a homerun is hit over the fence, all runs would be scored. For example, a team has 4 runs in an inning with a runner on 3rd, the batter hits the ball over the fence, both runs would score.
- No run limit in the last inning. The last inning needs to be announced by the umpire and coaches if the game is ending on a time limit so everyone is aware it's the last inning.

Hitting

- Every player present will make up the batting order for that game.
- Batting order will remain unchanged throughout that game.
- If there is an injury that player's spot will be skipped, if they return, they will be inserted in their original spot.
- A player arriving after the start of the game will be inserted at the end of the lineup.
- Once a player squares to bunt they must bunt or take the pitch. No swinging away.

Defense

- Free substitution at all positions.
- Each player attending all practices that week must play 4 innings per 6 inning game. No player to sit out consecutive innings.

Pitching

- Maximum 2 consecutive innings per game, 6 innings per week.
- All pitchers pitch from the rubber.
- One pitch in any inning counts as an inning pitched.
- Pitching in the resumption of a suspended or make-up game COUNTS against the 6 inning pitching week.
- Pitcher must be removed if they hit 2 batters in 1 inning or 3 batters in the same game.
- No curve or breaking balls.
- A coach is allowed 2 trips to the mound per inning/per pitcher. The pitcher must be removed from the game on the second trip in the same inning.
- Two (2) new balls to be supplied by the home team for each game.

Balk/Illegal Pitch

An illegal pitch (balk) when a runner or runners are on base is when -

- a) the pitcher, while touching the pitching rubber, makes any motion naturally associated with the pitch and fails to make such delivery;
 - b) the pitcher, while touching the rubber, fakes a throw to first base and fails to complete the throw;
 - c) the pitcher, while touching the rubber, fails to step directly toward a base before throwing to that base;
 - d) the pitcher, while touching the rubber, throws, or fakes a throw to an unoccupied base, except for the purpose of making a play;
 - e) the pitcher makes a quick pitch (one delivered before the batter is reasonably set in the batter's box)
 - f) the pitcher delivers the ball to the batter while not facing the batter;
 - g) the pitcher makes any motion naturally associated with the pitch while not touching the rubber;
 - h) the pitcher, without having the ball, stands on or astride the rubber, or while off the rubber fakes a pitch;
 - i) the pitcher, while touching the rubber, accidentally or intentionally drops the ball;
 - j) the pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
- Two (2) warnings per game, per pitcher. Third infraction by the same pitcher will be called a balk and all runners will advance one (1) base. A balk needs to be called immediately by the umpire when they see it occur. Play stops, runners advance one base.

Stealing

- Stealing of all bases is allowed.
- Leading is allowed.
- Only one base allowed on an overthrow.

Sliding

- Base runners must slide feet first or avoid contact at all bases. Failure to do so will result in an automatic out.
- No headfirst sliding is allowed except to return to a base. Headfirst sliding will result in an automatic out.

Infield Fly

- Infield Fly Rule will be in effect.

If there are runners on first and second, or first, second and third with less than two out, there is the possibility of an infield fly. If the batter hits a fair fly ball (not a line drive or bunt) that COULD be caught by a defensive player stationed in the infield with ORDINARY EFFORT, an Infield Fly should be called.

Dropped 3rd Strike

- Batter may run on a dropped third strike IF first base is unoccupied and there are less than 2 outs. Batter may run if first base is occupied and there are 2 outs. A “dropped” 3rd strike includes pitches that hit the ground before they are caught.
- Batter is out if they do not make an attempt to run to first base immediately after the strike call.

Game Time Limits

- 6 innings per game.
- 2 hour time limit per game. No inning can start 1 hour and 45 minutes after the start of the game if there is a game following on the same field. In the event there is no game following no inning can start 2 hours after the game has started
- Before the 4th inning is started head coaches and umpire must declare how many innings will be completed based on time played and available sunlight.
- No delay tactics will be tolerated.
- Games must start on time. Start time takes precedence over pre-game warm-ups.
- There is a 15 minute forfeit time for all games. The clock starts at the official starting time or 15 minutes from the end of the preceding game.
- Teams can start and play with a minimum of 8 players.

Protests

- There are no protests. The umpire’s call is final.

THESE RULES ARE IN EFFECT BEGINNING WITH THE FIRST GAME OF THE SEASON AND ARE NOT OPEN TO CHANGE OR MODIFICATION BETWEEN MANAGERS PRIOR TO THE GAME.