

**Selma Athletic League**  
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## **Selma Athletic League Major League Rules**

### ***Revised 2023***

1. Bases are to be at sixty-five (65) feet, pitcher's mound at forty-six (46) feet.
2. A complete game is six (6) innings and all innings will be limited to four (4) runs with no open inning. Run rule is 5 runs after 5 innings, 9 runs after 4 innings etc.
3. A half inning will consist of 3 outs or 4 runs.
4. Each batter is allowed five pitches, providing they do not strike out. If a batted ball hits the coach pitcher, all players advance one base. If the fifth pitch is fouled, the batter will be allowed additional pitches until one is hit, missed or the batter does not swing.
5. A pitcher may only pitch six (6) innings a week and only three (3) innings per game. One pitch constitutes an inning pitched. A week is considered Monday-Sunday.
6. Only the starting pitcher may re-enter the game to pitch one time per game. Any teams that violate this rule will result in a forfeit of the game violated.
7. A starting team shall consist of ten (10) players, with four (4) outfielders must be positioned in the outfield until the ball is hit. The minimum is 6 players, less than that is a forfeit.
8. Catchers must wear full protective gear.
1. A player cannot steal home on a wild pitch as deemed by the umpire.
9. A courtesy runner may be used for the catcher. The courtesy runner will be the player that made the last out. No courtesy runner allowed in the last inning or extra innings.
10. All players present for the game must be placed in batting order therefore creating free defensive substitution between innings. Should a player miss his turn at bat for illness or injury, he may return to his spot in the lineup without taking an out. A late player shall be placed at the bottom of the lineup.
11. Slide rule has been eliminated; runners must avoid contact on an attempted play at a base.
12. Coaches may not touch the runner while the ball is live. If this occurs, the runner shall be called out.
13. No lead-offs are allowed.
14. Infield fly rule will be enforced.

15. One warning per team for batter throwing the bat, after that each time this occurs the batter shall be ruled out.
16. A player can go to any fielding position after they have pitched in the game.
17. Each league must have a portable pitching mound or a dirt mound.
18. When a pitcher gains possession of the ball and is on the rubber, all runners must return to their base immediately. If not on base when the ball is pitched, they shall be ruled out.
19. If play is stopped due to inclement weather, 3 ½ completed innings will be considered a complete game if the home team is ahead. If 3 ½ innings have not been completed, then the game must be replayed in its entirety.
20. Only 2 ¼ barrel bats stamped with the 1.15 stamp or approved USA bats 2 5/8".
21. Stealing is allowed once the ball crosses home plate. If a runner leaves early, he shall be called out.
22. Little league rules apply to rules not listed above.
23. No inning shall start after an hour and forty minutes past the start time of the game.
24. In the event of a tie at the end of time limit/or innings, the extra inning will start with the last out on 2nd base with one out with both teams having an opportunity to bat. If a 2nd extra inning is needed, the last out will start on 2nd base with 2 outs with both teams having an opportunity to bat. If a 3rd extra inning is needed, a runner will start on 2nd base with 2 outs and the first team to score wins.

