

Major (MJ)

Gwinnett Alliance Baseball League Rules

(Revised on 7/6/2022)

All games at all Parks will be played in accordance with National Federation of High School (NFHS) rules unless otherwise modified by the following rules.

Fall 2022 through Spring 2023: Any player whose DOB falls: Major (05/01/2010 - 04/30/2012) is eligible to compete and complete the current MJ-GAB League baseball season.

MJ 1. Game Times and Scoring

- A. 6 inning games
- B. Time Limit for games shall be 1 hour and 40 minutes. The game is official when the scheduled time has expired, and the current inning is completed. No new inning may start within the last five (5) minutes of the scheduled time period. If both teams have the same number of runs at the end of the scheduled time period, with both teams having batted the same number of innings, the game will end in a tie and be recorded as such in the league standings.
- C. 6 runs max per inning. Insurmountable lead rule is in effect (Game should end if and when a win or tie is impossible)
- D. Game may end in a tie and need not be completed unless League standing is impacted.
- E. Incomplete games (less than 4 inning) need not be resumed unless League standing is impacted.
- F. Mercy Rule is 10 runs after 4 innings, 8 runs after 5 innings.
- G. Pitching Distance: 50 feet
- H. Baseline: 70 feet

MJ 2. General Rules

Reminders

- Runners may lead off
 - Infield Fly will apply
 - Balk
 - 1 (One) Balk warning per pitcher in regular season. There will be no warnings in post season
 - Immediate dead ball
 - Runner(s) awarded one (1) base.
 - Faceguards are not mandatory
- A. Headfirst slide
- not allowed (with or without face mask/C-Flap) when player is advancing to a base
 - Runner will be out, ball is live and other runners may advance
 - allowed (with or without face mask/C-Flap) when player is returning to a base
- B. Bats
- 2 ¼" D must be 1.15 BPF stamped bat or USA Baseball approved
 - Big Barrel bats are legal for this Level of play but must also be a 1.15 BPF stamped

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- C. The official scorekeeper and/or coach is required to keep the pitch count for each pitcher and advise the umpire on the total pitches prior to each inning.

Based on the number of pitches thrown in a day, the pitchers must adhere to the following rest requirements (**TOTAL PITCHES THROWN IN A GAME**)

1. 80 Total Pitches Per Game

- a. NOTE: A pitcher shall not throw more than 80 pitches in a single day or cumulative over a two-day period. All rest periods apply per game.
- b. A pitcher shall not pitch more than two consecutive days regardless of the pitch count, at which time a minimum 1-day rest period is required.
- c. Double headers are considered two separate games and single game pitch count limitations are in effect.
- d. All other rest periods are based on the total pitches thrown

2. REQUIRED REST PERIOD MAJOR

66-80 Pitches 4 Days

51-65 Pitches 3 Days

36-50 Pitches 2 Day

21-35 Pitches 1 Days

0-20 Pitches - No rest required

FINISH THE BATTER – A pitcher shall be allowed to finish the batter when the pitch count limit is reached during an at bat, but shall be replaced immediately when the at bat ends.

DAYS OF REST – A day of rest is defined as a “calendar day”. Example: A Major level pitcher who has reached the 80 pitch limit on Monday shall not be allowed to pitch again until Saturday.

PITCH COUNT DISPUTES: If there is a dispute in the pitch count both teams will present their pitch count, it will be divided by 2 and that will become the new pitch count.

- D. Each team to provide their own baseballs. (1 per game minimum per team)
- E. Courtesy runner for Catcher or Pitcher of Record at any time.
- Last out will be runner.
 - In case of no out in the 1st inning, the last batter in the order will be the runner.
- F. No fake bunt and then swing away.

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- Contact is not necessary.
 - The batter is out, ball is dead and runners cannot advance.
- G. Free defensive substitutions are permitted provided that minimum play requirements, determined by each team's Local Association, are met.
- H. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order. As a result:
- Defensive Free substitution will apply
 - Defensive visits will remain 3 per game
- I. If a team starts play with eight (8) players, an automatic out will be taken for the ninth (9th) position in the batting order **ONLY ONCE** through the batting order. (No penalty of an out, if loss during the game is due to injury/sickness). If a player arrives late for the game, that player may enter the game and be inserted at the end of the batting order, even if the team has already completed one cycle through the batting order.
- J. A team warning for "slinging the bat" will be issued for the 1st offense. Each team player will be called out on any subsequent occurrence.

MJ 3. Replacement Players

Will be allowed during Regular Season but not Post-Season Tournament play, when your team falls below nine (9) players.

- A. Replacement player(s) can be from another Rec. team from your Association of same or lower Level
- B. If only one (1) team in your Association, replacement player(s) can be from another Rec. team of same Level in your League (GABL)
- C. Cannot add to more than nine (9) players to a team.
- D. The added player(s) must bat last, play in the outfield and will not be allowed to pitch.