

The Quad Cities League  
Lyndhurst, South Euclid, Cleveland Hts, Beachwood, Orange, Mayfield Hts  
MAJORS 11-12 League  
General Rules  
 2023

**Section One – Playing Fields**

- 1.1 Field dimensions:
  - 1.1.1 Bases: 70'
  - 1.1.2 Pitching distance: 50'
- 1.2 The fitness of a field for play before the game starts will be determined by the field maintenance supervisor at the field in question. Once a game has begun, the umpire is in charge of determining continuation of play. Lightning in the area is cause for temporary suspension of play until the umpire calls the game.
- 1.3 During the playing of the game, no players or coaches are permitted behind the backstop. No outside interference from anyone behind the backstop will be tolerated. The game shall be stopped while the umpire clears the backstop if necessary.
- 1.4 Rainouts. League directors are responsible for contacting their managers before 4:00pm. After that teams must report to their scheduled field. See rule 1.2

**Section Two – The Players**

- 2.1 Eligible Players. Each player must be registered as a Majors player in Lyndhurst, South Euclid, Cleveland Heights, Beachwood, Orange, or Mayfield Heights and be listed on an official team roster prepared by each respective league director by the first game of the season. Any player additions after the season starts must be communicated to all league directors.
  - 2.1.1 To be eligible for post-season play, a player must participate in 50% of the team's regular season games. Missed games due to VERIFIED injury or illness will not count against a player.
  - 2.1.2 In some cases, players who are past the legal age to play in a specific league, but have lesser playing abilities, will be allowed to play down a level. Under NO circumstances will that player be allowed to pitch in a game.
- 2.2 All players who show up prior to the official start time in FULL and clean uniforms MUST play three defensive innings (in a seven inning game). If the game is shortened all players must play two defensive innings. Failure to do so will result in the forfeit of the game. Special situations must be brought to the attention of a league director before game day.
  - 2.2.1 Tardy players (arriving after the first pitch) do not have to be played. They cannot enter a game after the end of fourth inning. If a player is late and the manager elects to enter him in the game, the player must play 2 defensive innings. Tardy players entering the game are placed at the end of the batting order. A tardy player may enter the game immediately upon arrival if the team is in the field and is short players.

- 2.3 The player is considered in the game when he takes his place in the field or has an official plate appearance.
- 2.4 Team rosters and scheduling conflicts (school or city sponsored events) shall be presented to the league directors as soon as they are known. All efforts will be made to accommodate the requests for dates where teams cannot play for the above reasons ONLY. Managers cannot cancel or reschedule games because of lack of players or coaches; forfeits will be given to any team without minimum number of players or coaches. Rescheduled games that have conflicts must be addressed to league directors 48 hours before game time.

### **Section Three – Equipment**

- 3.1 Regulation uniforms (issued jerseys and ball caps) are to be worn for all scheduled games. Shirttails are to be tucked inside the pants.
- 3.2 ALL BATS MUST MEET THE "USA BAT" STANDARD TO BE CONSIDERED LEGAL! There is no limit regarding a bat's weight, length, diameter, or "drop" as long as it meets the USA Bat standard. Wooden bats are illegal.

A bat that meets the USA Bat standard will have a "USA Baseball" stamp on the bat, as shown in the example below:



If a bat does not have a USA Baseball stamp it is illegal and cannot be used in a game. USSSA bats are illegal. BBCOR bats are illegal.

- 3.2.1 If an illegal bat is used, the batter shall be called out and all runners return to their original bases. A second bat violation in the same game by the same team will result in a forfeit, and the manager may be subject to disciplinary action, including suspension. The league directors will decide possible penalties.
- 3.3 Any players who wear eyeglasses should have safety glasses and are required to wear a head strap for their glasses.
- 3.4 Catchers are required to have protective cups and throat protection, either with a guard or a hockey style mask. Cups are suggested for all players.
- 3.5 Tennis shoes or rubber cleated shoes are permitted. NO metal spikes of any kind are permitted on the field at any time.
- 3.6 Any player or coach under 18 years of age acting as a base coach is REQUIRED to wear a batting helmet. On deck hitters are also required to have on a batting helmet.

- 3.7 Any player warming up a pitcher must wear protective gear on his head, including a mask, and a protective cup.

### **Section Four – The Game**

- 4.1 All games are scheduled for Monday thru Friday unless specifically noted on the schedule. League directors are in charge of scheduling all make up games.
- 4.2 There will be a 15-minute grace period at the start of a game in the event that a team does not have the minimum number of players on hand to start the game. There is no grace period for night games scheduled for 8:00 P.M. or later. A full lineup consists of 9 players in the field. The minimum to start a game is eight players.
- 4.3 Managers will exchange lineups (batting orders) before the game begins. The lineup card shall include each player's name and jersey number. The manager is the only one who can make a lineup change. The change **MUST** be reported to the opposing team scorekeeper and/or manager before the player bats or takes the field. There is free substitution of all players in defensive positions.
- 4.4 The home team will pay the umpire and provide the umpire with 2 new baseballs per game.
- 4.5 Once the game begins, **ONLY** managers are permitted to discuss issues with the umpire. When not coaching, all coaches must remain in the dugout area. The manager should handle any questions from the coaches. A coach may request time in order to confer with his manager.
- 4.6 Lead Offs and Stealing: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. Lead offs and stealing are allowed after the ball reaches the batter.
- 4.6.1 When a base runner leaves the base before the pitched ball has reached the batter the umpire shall declare "no pitch" and all runners shall return to the base they occupied before the pitch was made. A warning shall be issued to the base runner's team.
- 4.6.2 If a base runner's team has been issued a warning per 4.6.1 and subsequently a base runner leaves the base before the pitched ball has reached the batter the umpire shall declare "no pitch", the runner who left base early is called out, and all other runners shall return to the base they occupied before the pitch was made.
- 4.7 Lead offs and base stealing are allowed at all times the ball is live, except as described in rule 4.6.
- 4.8 If a tag play is being made at any base other than 1<sup>st</sup>, generally, the runner should slide. If contact is made, the umpire has the right to call the runner out regardless of the outcome of the play. If **VIOLENT** contact is made, the runner will be called out and **MAY** be ejected from the game. This is umpire discretion.
- 4.8.1 If bases are not tied down, the player sliding into a base does not have to "hold the base" in the event it moves from its position. Headfirst dives back to the base require that the runner hold onto the base.
- 4.8.2 No headfirst slides are permitted when advancing to a base. The penalty would

be that the runner is out. Diving BACK to a base is permitted, although it should be avoided if at all possible.

- 4.9 The dropped third strike rule does NOT apply. A batter cannot advance to first base on a dropped third strike.
- 4.10 The infield fly rule will be enforced.
- 4.11 The league will use a continuous batting order. All available players will hit the entire game, and they must play the minimum number of innings in the field.
- 4.12 The pitching limits are as follows:
  - 4.12.1 4 innings maximum per game.
  - 4.12.2 A pitcher MUST have 22 hours rest after he pitches 3 innings or less. If he pitches any more than three innings, he must have 46 hours rest before pitching again.
  - 4.12.3 One pitch thrown in an inning means a pitcher is charged with a complete inning.
  - 4.12.4 Tournament team pitchers must comply with the rest rule if pitching in a league game while a tournament is in progress.
- 4.13 A pitcher may re-enter a game once AS A PITCHER if he is removed, but not in the same inning.
  - 4.13.1 Includes the starting pitcher AND relief pitcher.
- 4.14 A manager is allowed one mound visit per inning (per pitcher). On the second mound visit the pitcher must be replaced.
- 4.15 The balk rule will NOT be enforced. (Because runners cannot lead off or be picked off.)
- 4.16 Throwing the bat for the first time in a game will result in a warning to the hitter, and will also result in a TEAM warning. The second offense by anyone on that team may result in the hitter being called out. This is a judgment call by the umpire.
- 4.17 Intentional walks are permitted.
  - 4.17.1 Managers will alert the umpire that the batter is being intentionally walked. No pitches need to be thrown.
- 4.18 The hidden ball trick is illegal.
- 4.19 Appeals are allowed. If the defensive team sees a player miss a base or leave early on a tag up, they may bring the infraction to the umpire's attention. After the play is dead but before the next pitch, one of the players on the defensive team should throw the ball to a player covering the base in question, and the Manager should make a verbal appeal to the umpire.
- 4.20 The Mercy Rule (Run Rule) is in effect. If a team leads by 12 runs after 5 innings (4½ if the home team is ahead), the game is called early and the team leading wins.
- 4.21 Games consist of 7 innings.
  - 4.21.1 In order for a game to be official, 5 innings must be played (4 ½ if the home team is ahead). If they trail or the game is tied, the home team must bat in the fifth inning.
  - 4.21.2 There is a 2 hour time limit. No new inning can begin after two hours; current

inning continues.

- 4.21.3 If the teams are tied after 7 innings they will play extra innings subject to the time limit. (If you have not reached the time limit you will play additional innings to resolve the tie.)
- 4.21.4 An official game can end in a tie. If a game ends in a tie each team is credited with a ½ win and a ½ loss.
- 4.22 A courtesy runner may be used for a PITCHER or CATCHER at any time. This runner MUST be the person in the lineup who was the last recorded out.
- 4.23 If any league or team official or umpire sees lightning, **the game must be delayed IMMEDIATELY** and the players moved to safety.
  - 4.23.1 During other severe weather conditions such as high winds, heavy rain, etc., if the umpire does not call the game and both managers agree it should be called, then both managers should confer with the umpire and request it be called. The league director for that particular league may also step-in to halt the game.
  - 4.23.2 When the game is delayed for lightning, the **game may only be re-started, after 30 minutes of time has passed from sight of the last lightning bolt**. When the game is suspended for other reasons, it may be restarted once the conditions have improved.
- 4.24 There are two possible endings to a game: One is an official game; two is a cancelled game.
  - 4.24.1 If the game is called before it is an official game, the game will be cancelled and replayed in its entirety.
    - 4.24.1.1 Every effort will be made to replay cancelled games at a later date, particularly if the outcome will affect the play-offs.
  - 4.24.2 A game is official if it i) goes the regulation innings in 4.21.1 or ii) meets the run rule in 4.20.
  - 4.24.3 If play is stopped in an incomplete inning, the score reverts back to the end of the last COMPLETE inning played unless the home team is ahead at the time the game is stopped.
- 4.25 Hit Batters: If a pitcher hits two batters in the same inning, the pitcher shall be removed from the mound for the remainder of the inning. The pitcher can return in another inning (if eligible to return per rule 4.13) but if the pitcher hits another batter they will be ineligible to pitch for the remainder of the game.

### **Section Five - Miscellaneous**

- 5.1 All reasonable efforts must be made to play makeup games as soon as possible, assuming no conflicts with other league or tournament games. The league director of the home park is responsible for scheduling the games.
  - 5.1.1 The home team has the duty to inform the league director in the event of a rainout. Weekends may be used for makeup games if there are no tournaments scheduled for that weekend.
  - 5.1.2 Rescheduled games will be scheduled by league directors and presented to both managers within 24 hours of the original game time. Any conflicts must be

addressed immediately.

- 5.2 Protests must be in writing and in the hands of the Quad Cities league director within 24 hours of the conclusion of the game. A manager filing a protest MUST notify the umpire and the opposing manager at the point in the game in which the infraction occurred (including game ending plays).
  - 5.2.1 Protests will not be received or considered if based solely on a judgment decision of an umpire (safe, out, fair, foul, etc.). Protests are only valid when based on a rule of the game/league or the umpire's interpretation of said rule.
  - 5.2.2 When notice is given that the game will be played under protest, both managers (or scorekeepers) shall make note of the date, time, location of the game, location of runners, the player at bat, the number of outs, balls and strikes at the time of the protest.
  - 5.2.3 The Manager who decides to play under protest shall, within 24 hours of the conclusion of the game, submit in writing to the Quad Cities League Director, the following; the date, time and location of the game, the rule and section of the playing rules under which the protest was made, the decision of the umpire and the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.
- 5.3 Any infraction of the player participation rules or pitching limits will result in an AUTOMATIC forfeit if the protest is filed in time or if the opposing team refuses to sign the scorebook.
- 5.4 Borrowed players (call-ups) may only be called up from the league directly below the calling league and cannot cross programs. Teams will be provided with a copy of the list of eligible players for call-ups by their league director.
  - 5.4.1 A player may be borrowed to play up if the requesting team believes they would otherwise have fewer than 9 players. If they do end up with 9 or more players in addition to the borrowed player, the borrowed player may still play in the game.
  - 5.4.2 A player cannot be borrowed from a team that has a concurrent game in their own league. Such a player will be considered an ineligible player.
  - 5.4.3 Borrowed players must wear their regular league jersey, only play in the outfield and bat in the bottom 1/3 of the batting order.
  - 5.4.4 One team cannot call the same player more than three times in a season.
  - 5.4.5 The manager of the team with the borrowed player must notify the opposing team that a borrowed player is being used.
  - 5.4.6 First offense violation of the borrowed player rule will result in a warning issued to the manager. The second offense will result in a one game suspension for the manager. Any borrowed player that is ineligible will not be allowed to be called up again.

## **Section Six – Coaching**

- 6.1 The manager of a team, in cooperation with the umpire, is responsible for the behavior on their bench. This includes all coaches, players, parents, etc.
- 6.2 Ejections:

- 6.2.1 The manager must notify the Quad Cities league director the night of the game, of any player, coach, or manager that was ejected during a game.
- 6.2.2 Players, coaches, and managers receive an automatic one (1) game suspension for any ejection.
- 6.2.3 A second offense is an automatic two (2) game suspension and requires a meeting with the executive committee. Suspensions will continue until their meeting with the executive committee.
- 6.2.4 If the player, coach, or manager fails to serve the suspension, the game they participated in that they were ineligible for will be declared a forfeit, and they will not participate until the suspension is served.
- 6.2.5 Ejected players may sit in the dugout for the rest of the game. However, if the ejected player is still disruptive, they may be removed from the field entirely.
- 6.2.6 A suspended player, coach, or manager may not sit in the bench area during the course of the game.
- 6.2.7 If a team is playing with the minimum amount of players in the lineup and a player is ejected, the game will continue. When that player's spot in the batting order arrives, the umpire declares an OUT.
- 6.3 If a player is removed from the game due to illness or injury, he may return at any time before his spot in the lineup arrives. If he cannot go back into the game, his spot will be passed over without penalty; however, after that, he **may not** return to the game in any capacity.
- 6.4 Improper actions taken by an umpire should be reported to the league director in question. Only the manager or acting manager will handle any problems or disputes with umpires and league directors. Harassment of umpires will not be tolerated.
- 6.5 Parents are not allowed on the field at any time other than to check on the extent of an injury to a child. Going onto the field to dispute a call by an umpire or a decision by a coach can result in the offending parent being banished from the park, and the parent's child being removed from the game.

### **Section Seven - Coaching Guidelines – Pace of Play**

- 7.1 Each team should have three coaches, including one who remains in the dugout to assist the players with equipment issues. A capable parent should also be used to act as the official scorekeeper for a team.
- 7.2 If the catcher is not scheduled to hit in an inning, encourage him to keep his shin guards on while resting. Have a coach ready to assist the catcher in getting on the rest of his gear while another coach or player warms up the pitcher.
- 7.3 Let subs know ahead of time when they will be going into the game and at what position.
- 7.4 Have a written copy of your team's lineup available as soon as possible for the opposing team, and have a copy posted in your dugout for all players to see. The first three hitters in an inning should be ready to go when their turn arrives.
- 7.5 Seven warm-up pitches are allowed in the first inning or for a new pitcher. Three pitches in other instances.
- 7.6 Keep the game moving; talk to your players between innings and not after they have

taken the field and are ready for play.

- 7.7 Before the game, each team should be given the field for 15 minutes to warm-up. The home team goes first starting 30 minutes before the game.

### **Section Eight – Post-Season**

- 8.1 The top 2 teams will play a best-of-three-games World Series.
- 8.2 The rest of the teams will play a single-elimination Silver tournament.
- 8.3 Tiebreakers/Seeding
- 8.3.1 Overall record
  - 8.3.2 Head to head record
  - 8.3.3 Coin Flip
- 8.4 If teams play a significantly different number of games due to weather-related issues, leading to difficulties determining the top two teams, the Quad Cities league director can create a single-elimination championship tournament for all teams, or create separate tournaments for the top teams and the rest of the teams.