

Floresta Majors Division Baseball Rules

(Revised 2/7/2024)

(NOTE: these rules supersede the little league rules, and where a rule isn't called out below, we rely on the little league rule book)

1. UMPIRES

- a. **THE UMPIRE SHALL HAVE FINAL SAY ON ALL CALLS! PLAY ON.**
- b. The umpire will start games ON TIME.

2. THE FIELD

- a. THE FIELD shall have bases 75 feet apart, and the pitcher shall stand 52 feet from the batter. (Back Tip of Home Plate to Front of Rubber)
- b. FIELD PREPARATIONS: Home team takes the third base dugout and will set up the field and be done no later the 20 minutes prior to game start. Visitors shall take the first base dugout and will tear done the field and make sure all is stored in shed. **MAKE SURE TRACTOR KEY IS REMOVED FROM IGNITION**

3. GAMES

- a. Home team shall provide the official scorekeeper and the visitors will provide the announcer. The announcer shall keep track of pitch counts.
- b. The Game shall be 6 innings long or 2 hours, whichever comes first. If it rains, an "official" game is 4 innings or 3 ½ if the home team is ahead.
- c. Rescheduling shall be coordinated by the General Manager of the division and affected teams. Decision on game play will be decided by umpires as soon as they step foot through the gates to field if the General Manager has not made the decision prior.

4. PLAYERS

- a. REQUIRED PLAYERS: each team shall have 7 players to play a game. A team without 7 players is allowed a 10 minute grace period; if 7 players are not available then that team shall forfeit the game. **Umpires shall not umpire friendly/scrimmage games thereafter due to liability issues.**
- b. Every Player who leaves a game and wants to re-enter shall be allowed to re-enter provided their substitute has played their 2 defensive innings.
- c. Every Player on a roster shall play a minimum of 2 defensive innings and shall be part of a running batting lineup. Or Qualify leaving the game, by notifying Umpire & Opposing Coach that the player may not Bat due to injury.

- d. If a player does not want to bat, he/she is automatically out. Exception will be due to injury, in this case the batter shall be scratched from the lineup with no out called, and may not return to the line-up.
- e. If a Player arrives late, the player can be added or moved to the end of the line-up. If Player has not arrived by the end of the line-up, the Player is skipped without penalty, and may Bat in the last spot of the line-up next time around upon arrival.

5. RUN RULE

- a. A maximum of 5 runs per inning applies with exception of the 6th inning (teams keep batting until they have their 3 outs).

6. UNIFORM AND EQUIPMENT

- a. Hooded Sweatshirts are not allowed to be worn during play (At Bat, In the Field). The current Pitcher is allowed to apply a sweatshirt when running the bases.
- b. Jewelry is not allowed to be worn during game play, unless it is a medical alert bracelet.
- c. Cleats are to be rubber soled or plastic. No metal cleats.
- d. **Bats:** All bats used in practice and games must be USA Bat approved. The bat must display the USA bat logo. The bat barrel diameter cannot exceed 2 5/8 inches. Big barrel bats are okay. Wooden bats are allowed as long as the barrel meets the requirements. No Bamboo Bats or Softball Bats.
- e. Batters, Base runners, and Pitchers shall wear helmets and proper game attire (cups, shirts tucked in) No Exceptions!!!

7. BASERUNNERS AND BATTING

- a. Plays at Home Plate:
 - i. Base runners are to avoid contact with the catcher when approaching home plate.
 - ii. Catchers should stand in front of home plate and apply a 'sweeping' tag on the runner. A catcher shall not stand in the base path or block the plate if there is no play occurring at home plate.
 - iii. If a catcher interferes with a runner approaching home plate by blocking the base path or home plate, and there is no play at home plate, the runner is entitled to cross home plate and earn the run.
- b. SLIDING. No runner shall slide head first, feet first only.
- c. BASE RUNNERS are allowed to lead off the bases. Runner may dive back to the bag they are at to avoid being picked off by pitcher.

- d. STEALING is allowed at discretion of the coaching staff. Runner does not have to wait for ball to cross plate.
- e. THIRD STRIKE: The Batter may advance to first on a dropped strike 3 and will be safe if not thrown out.

8. FIELD TERRITORY RULES (Fair, Foul, Homerun)

- a. If a batted ball hits the backstop overhang it is a foul ball. If a pitcher or fielder hits the bars of the backstop over hang it is a live ball.
- b. If the pitcher/fielder throws the ball off the field the runner may advance one base. If the ball remains on the field it is a live ball until the pitcher is on the rubber with the ball.
- c. If the ball goes under the backstop pad or between back stop and score booth fence on a pitch, it's a dead ball.
- d. If the ball rolls or is hit on to the black top at Monroe Field it's a home run.

9. PITCHING

- a. IF a pitcher hits 3 batters in (1) one inning, or 4 batters in a game, the player is to be removed from the pitcher position for the rest of the game.
- b. No intentional walks allowed.
- c. PITCHING LIMITS
 - i. The pitcher is only allowed 6 innings per week. The week runs Sunday through Saturday.
 - ii. The announcer must record pitch counts in the official scorekeeper's book and will inform the umpire when pitch count reaches 80.
 - iii. If the pitcher reaches the limit while facing a batter, the pitcher may continue pitching until the batter is retired or becomes a runner, or the inning ends. Whichever comes first, and then must be removed.
 - iv. Warm-up pitches will not count in the total pitch count per game.
 - v. 85 pitches being the maximum. 50 pitches maximum for players who start the season as 14 year olds.
 - vi. Pitcher may not start a new inning if within 5 or less pitches to the maximum.
- d. PITCH COUNTS:
 - 1-20 pitches the pitcher may return to pitch the following day.
 - 21-40 pitches the pitcher is required to sit 1 full day.
 - 41-60 pitches the pitcher is required to sit 2 full days.
 - 61-85 pitches the pitcher is required to sit 3 full days.

(for example a player throws 80 pitches on Wednesday, they sit Thursday, Friday, Saturday, and are eligible to pitch again Sunday). The rule carries over to the next week.

- e. MOUND VISITS: The manager shall be allowed one visit to a pitcher per inning. A second trip in one inning, or a third trip in a game the pitcher must be removed.
- f. BALKS will be called on pitchers not coming set for a full second, turning their body to check runners on base, going into motion then stepping off, or judgement call of umpires.
- g. Pitchers may not wear white or light gray long sleeve shirts, wrist band, gloves or any item which could obscure a batters ability to see a pitched ball. Futhermore, they are not allowed to wear sunglasses or jewelry except a Medical Alert bracelet.

10. PLAYER, COACHES, PARENT CONDUCT

- a. The manager is responsible for their players and parents conduct during the games. No noisemakers allowed at games. Cheering is allowed, however stops when pitcher starts their motion. Coach and Manager to stay inside dugout with exception of base coach.
 - i. If a situation arises, the umpire will stop play.
 - ii. An umpire will warn the manager one time, and manager must speak to offending player, coach, or parent.
 - iii. Next offense, Offender will be asked to leave. They must leave property to sidewalk outside the fence. If they refuse, San Leandro Police Department will be called to escort them off property.

11. DIVISION CHAMPIONS, TOURNAMENT, ALLSTARS

- a. DETERMINING DIVISION CHAMPIONS:
 - i. Team with best record wins division, second place team has second best record, etc.
 - ii. Tie Breaker Rules: in the event of a tie the following rules apply:
 - 1. Highest number of Wins
 - 2. Lowest number of losses
 - 3. Head to Head record
 - 4. Lowest number of runs allowed
 - 5. Coin flip by the Managers.
- b. TOURNAMENT
 - i. All regular season rules apply except if a tie carries into the eighth inning (see next rule.)
 - ii. International rules start at 8th Inning.

c. ALLSTARS

i. Selection Process:

1. Each team shall be represented.
2. Each team shall select age appropriate players to all-star teams.
3. The all-star teams shall have 12 player rosters.
4. The player shall be selected by their manager.
5. Allstar manager will pick his coaching staff and one or more players to cap team at 12.

ii. The All-star managers shall be from the championship teams. Champion team manager will have first option of which team to manage.

iii. Should either manager not opt to manage an all-star team, the selection proceeds with the next highest finishing team in the divisional standings filling the next available vacancy.