

# Inter-League Majors Baseball

## General Guidelines

**Any deviations from these guidelines must fall within the Little League rule book for 10-12 Baseball and be agreed upon in the coaches and umpire meeting before the start of play.**

**Prohibited:** Jewelry, pine tar, batting donuts, wristbands on pitchers, **on deck batters.**

There will be no time limit imposed, except when another game is scheduled. Example would generally, be on Saturdays. Saturday games will be scheduled to allow for 1:45 hours of play. On Saturdays: No inning may start after one hour and forty-five minutes has passed. Coaches are to record the start time on their scorebook and have the umpire record on his time sheet. The start of an inning is defined as “the instant the 3rd defensive out occurs.

**There is no run limit. There are 6 innings per game, subject to the mercy rule.** A 15-run lead by the home team after 3 1/2 innings of play or a 10-run lead by the visiting team after 4 innings of play. If game is determined by mercy rule game is over but per coach’s agreement can to continue to play remaining time limit/innings as scrimmage.

**BATTING IS ROUND ROBIN:** All batters are in the lineup at all times. Players arriving late must be added to the bottom of the lineup.

**FREE SUBSTITUTION:** All players may move to different positions on/in the field. However, they must remain in the same batting order as when the lineup is submitted to the opposing coach.

**PLAYING TIME:** All players must play 6 defensive outs. They do not have to be consecutive. Players that have not fulfilled this obligation **MUST** play any remaining outs as well as his next 6 outs in the next scheduled game.

Teams will be permitted to play with 8 players. Please do not call other coaches to re-schedule if you will have 8 players to begin a game. We will not have time to re-schedule.

Two adult base coaches will be permitted provided that there is (1) one adult coach in the dugout at all times. If you allow a player to be first/third base coach, they must have on a helmet.

**BUNTING:** Bunting will be allowed for the whole season. A BUNT is a batted ball not swung at but intentionally met with the bat and tapped slowly. Holding the bat in the strike zone is considered an attempted bunt. In order to take a pitch, the batter must withdraw the bat backwards away from the ball.

**Pitchers will receive 10 warm up pitches for the first inning pitched.** Thereafter, they will receive 7 warmups per inning. Coaches **MAY** warm up Pitchers.

**BASE STEALING:** Once the ball has reached the in-field (pitching circle) the runner must either commit to the base they are currently at or they must try to advance to the next base at their own risk.

**Dropped 3rd Strike and Stealing:**

1. The batter becomes a runner when – the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. NOTE: A batter forfeits the opportunity to advance to first base when he/she enters the dugout or any other dead ball area.

2. Base Runners - runners may leave the base when the ball reaches the batter.

**SLIDING:** A runner is out when (a) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or (b) when the runner slides headfirst while advancing. Likewise, a catcher/fielder, without the ball in his/her possession has no right to block the pathway of the runner.

Catcher/Fielder interference shall be called, and the runner will be given the base they were attempting to gain.

Pitchers and Catchers: (may finish batter without penalty)

Catcher must wear protective cup

Catcher that catch three complete innings and throw 21 pitches or more (may finish batter without penalty) may not return to catching that day.

Maximum pitches per day Majors 85.

Must provide pitch count sheet to umpire and opposing coach upon request before game. (Available in scorebook)

Pitches per day	Calendar days of rest
>66	4
51-65	3
36-50	2
21-35	1
<20	0

\*\*Pitchers may complete an at bat w/o penalty. \*\*

**Coaches are responsible for the actions of their players and fans. Abusive language towards another team, its members, fans or the umpires must not be tolerated.**

Coaches should approach umpires only between innings. If there is a questionable call, ask the umpires to consult with each other before making a final judgment. If you still do not agree, you may either protest the game or ask to have the field director to become involved. Please remember that only the umpire in chief may overrule an umpire's decision.

**All other rules are in accordance with the Little League Baseball Rule Book. Please download the Little League Rule Book App.**