



Major League Rules

Melrose Little League will follow the official Little League Rules for play, this document is to outline Melrose Little League policies for Major League play.

General Rules of Play

Regular season game time cannot exceed two hours of play. No new full inning can start after 1 hour 45 minutes of play.

Regular season games may end in a tie.

Batting Order

A continuous batting is in effect, all players are placed and remain in the batting order regardless of if they are playing a defensive position. A pinch runner will not be allowed unless due to injury. If the injured player cannot continue to run, the substitute runner will be the player who made the last out either from that inning or the previous inning. In the case of injury, the player may reenter as long as they do not miss their time at bat. If the player cannot bat, they must be removed for the remainder of the game.

The batting order can be reset from game to game.

Defensive Substitution

Free substitution is in effect.

All players must play a minimum of three defensive innings provided they are present at the start of the game.

Bunting

Bunting is allowed.

Slash bunting is not permitted. A batter is out for illegal action when the player fakes a bunt and then takes a full swing. The batter is out, the ball is dead, and no runners may advance.

Infield Fly Rule

The infield fly rule is not in effect.

Dropped 3rd Strike

Advancement on a dropped 3rd strike is allowed if first base is unoccupied or there are 2 outs.

Ground Rules

Conant and Lewis Monk: The umpire will review the field specific ground rules with managers prior to each game.

Run limit

Melrose Little League follows Little League International Rule 4.10(e): If after three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

Discipline

Any player, coach, volunteer, or spectator ejected from a game by the umpire will receive an automatic one game suspension. Additional disciplinary action may be distributed after review of the Executive Board of Directors or the full Board of Directors.