



## Majors Division Rules

**Infield Fly Rule:** Applies in Majors

**Game Start Times:** Determined by the league.

### Game Time Limits

1. **Weekday Games:** No time limits (exception under Regulation Xc (10c)).
2. **Weekend Games:** No time limits (exception under Regulation Xc (10c)).
3. **Game Length:**
  - o Games consist of 6 innings.
  - o A game is considered official if 4 innings are completed (or 3½ if the home team is ahead).
  - o Games tied after 6 innings continue until the visiting team is ahead after a completed inning or the home team takes the lead.
4. **Run "Mercy" Rule Applies (Blue Book Rule 4.10e)**
  - o Team leading by 15-runs (3 innings), 10-runs (4 innings), 8-runs (5 innings) considered a regulation game.
5. **Suspended Games**
  - o Games called before 4 innings are resumed where they left off, with all records continued (including pitching | Regulation VI – k – Note 2-3).

### Player Requirements (MPR - Minimum Play Requirements) (Blue Book Rule 3.03)

1. **Defensive Play:** Each player must play at least nine (9) defensive outs.
2. **Batting Order:** Continuous Batting Order (CBO) applies.
3. **Disciplinary Actions:**
  - o A manager may bench a player for disciplinary reasons but must notify the Upper Player Agent and UIC within 24 hours.
  - o Benching and the managers justification must be documented in the official scorebook.
  - o Upper Player Agent must notify the Executive Board.
4. **Illness or Injury**
  - o If a player doesn't play due to illness or injury, it must be noted on lineup card and in official scorebook.
  - o If a player misses 2 consecutive games, the manager must inform the Upper Player Agent within 24 hours of the second game.

**Violations:** A Managers failure to follow MPR or other rules may result in disciplinary action against the manager, as determined by the Executive Board.

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### Majors Season Standings | Playoffs | TOC (Tournament of Champions)

1. Refer to FVLL Tournament Rule Document