

# Baseball Major Division Rules and Helpful Tips

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## Game Responsibilities

- **Visiting Team:** Keeps the official scorebook and pitch count.
  - **Home Team:** Chalking the field before the game and running the scoreboard.
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## Time Limit

- Games are limited to **1 hour and 30 minutes**.
  - Any inning **started before time expires may be completed**, but **no new inning** may begin after the 1:30 mark.
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## Scoring Rules

- Maximum of **5 runs per inning**.
  - A **true over-the-fence home run** may result in a 6th, 7th, or 8th run.
  - **Mercy Rule:** If a team leads by **10 or more runs after 4 innings** (or after 3.5 innings if the home team is ahead), the game ends.
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## Stealing Rules

- **No lead-offs allowed.**
  - A runner may only leave the base **once the pitch reaches the batter**.
  - If the runner leaves early:
    - **And is thrown out:** Runner is out.
    - **And is not thrown out:** Runner returns to the previous base.
    - **And the ball is hit:** Runner is sent to the nearest base previously occupied.
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## Sliding

- No “must slide” rule, but **runners must avoid contact** with fielders attempting a tag.
- **Feet-first slides only** when advancing.

- **Head-first slides** are only allowed when **returning to a base**. A head-first slide while advancing will result in an **out**.
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## Playing Time

- **Continuous batting order** will be used. Every player bats regardless of defensive positioning.
  - **Each player must play at least one inning** in the field.
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## Safety Rules

- The **on-deck batter must be positioned behind** the batter in the box:
    - Right-handed batter: On-deck batter to **3rd base side**
    - Left-handed batter: On-deck batter to **1st base side**
  - **All catchers must wear an athletic protective cup.**
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## Pitching Rules

### Mound Visits

- **3 mound visits in a single inning** = pitcher must be removed.
- **4 total mound visits in a game** = pitcher must be removed.

### Eligibility

- **Any player may pitch**, except:
  - A player who caught **4+ innings cannot pitch** that same day.
  - A player who caught **3 or fewer innings can pitch**, but if they throw **21+ pitches** (or 31+ for 15–16 y/o), **they cannot return to catcher** that day unless:
    - They reached the 20-pitch mark during a batter's at-bat and finish that at-bat **without exceeding** the threshold.

### Maximum Daily Pitch Counts

| League Age | Max Pitches per Day |
|------------|---------------------|
| 13–16      | 95                  |
| 11–12      | 85                  |

9–10            75

7–8             50

- If a pitcher hits the limit during an at-bat, they can **finish that at-bat** before being removed.

### Catcher Eligibility & 40-Pitch Rule

- If a pitcher **throws 40 pitches or more**, they **cannot** play catcher that day unless they:
  - Reach 40 pitches during an at-bat
  - Are removed **immediately after** that at-bat

### Rest Days by Pitch Count

| Pitches<br>Thrown | Required<br>Rest |
|-------------------|------------------|
| 1–20              | 0 days           |
| 21–35             | 1 day            |
| 36–50             | 2 days           |
| 51–65             | 3 days           |
| 66+               | 4 days           |

- If the rest threshold is reached during a batter's at-bat, the pitcher may finish the at-bat, and the rest requirement is based on the **threshold reached**.

### Doubleheaders

- A pitcher throwing **30 pitches or fewer** in Game 1 may pitch in Game 2, **if removed before facing another batter**.
- If a pitcher throws **31+ pitches** in Game 1 (and is not covered by the exception), they **cannot pitch in Game 2**.

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### Coach Reminders

- **Monitor and log pitch counts carefully.**
- Be strategic during **back-to-back games** to ensure your pitchers remain eligible and rested.

