



MAJESTIC PARK LOCAL LEAGUE RULES

ANY SITUATION NOT COVERED IN THIS DOCUMENT WILL FOLLOW THE OFFICIAL RULES OF CAL RIPKEN-BABE RUTH LEAGUE.

- Games will be played at Majestic Park fields
- (5-6 League) The bases are **60** feet apart,
- (7-8 League) The bases are **60** feet apart, and the pitching rubber is **40** feet from the back of home plate.
- (9-10 League) The bases are **60** feet apart, and the pitching rubber is **46** feet from the back of home plate.
- (11-12 League) The bases are **70** feet apart, and the pitching rubber is **50** feet from the back of home plate.
- (13-15 league) The bases are **90** feet apart, and the pitching rubber is **60 feet 6 inches** from the back of home plate.
- All bats are allowed for the Majestic Park league.
- Game balls will be standard Rawlings baseballs.
- All players must wear approved headgear (batting helmet) while batting, in the on-deck circle, on the base paths or by the coach's box. Approved headgear is defined as a helmet that covers both ears. Chrome helmets are not allowed.
- All catchers must wear an athletic cup.
- Metal cleats are NOT allowed.
- Additional rules and bylaws not specifically altered can be found in the latest Babe Ruth / Cal Ripken rule book. Please contact your commissioner for a copy.

Game Day

- The home team will use the third-base dugout.
- The home team will keep the official scorebook.
- The score is entered directly into the website by the home team manager. If the score is not updated, the away team manager can update the score.
- The away team is responsible for the scoreboard.
- Coaches should have their teams at the field at least 15-30 minutes prior to first pitch.
- There shall be NO infield practice by either team before any game.
- Leadoff hitter should be ready to bat at the scheduled starting time on the calendar.
- Game time begins immediately following the plate meeting between the umpire(s) and managers. The umpire should provide the start time to the official scorer.
- Stalling will be dealt with by a warning and manager ejection if not corrected; the umpire has the right to extend and/or complete the game as desired.
- Teams with 10 players or more shall follow the **Majestic Park Fair Play** Rule whereby no player sits out twice before every player sits out once. Also, every player must play at least one inning in the field before the end of the 4th inning. Violations of this policy will result in the following penalties:
 - All players must play at least two innings in the field in a regulation six-inning game. Each player must play in the field for one inning before the end of the fourth inning. If a game does



not reach the sixth inning, the two-inning in the field requirement is not required, but the one-inning in the field requirement is still required.

- During the regular season: violations will result in the team manager being ejected from the game in which the infraction occurred. The team manager may also face an additional 1-2 game suspension.
- Managers are responsible for the conduct of their players, coaches and parents.
- If a manager has an issue with the other team or game situation, they may call timeout and discuss with an umpire. Only the manager may discuss issues with the umpire. After the game, you can contact your commissioner to discuss.
- All players must have at least one at bat each game. Even in a run rule the game will be extended to get every player a plate appearance.

Game Rules

- Time between innings will consist of either six warm-up pitches or 2 minutes.
- All leagues will bat round-robin. An inning ends after three outs or runs allowed; the next batter in the order will lead off the next inning.
- Free defensive substitution: If a player is injured or ejected, that spot in the batting order will be an automatic out the next time it is due up but skipped thereafter without being charged with any additional outs.
- The team on offense is permitted to have a first-base coach and a third-base coach.
- Only Majestic Park registered coaches and players are permitted in the dugout and on the field during the game. (unless authorized by Majestic Park admin staff)
- Rule for 5-6/7-8 League Only. [The team on defense is permitted to have one coach to back up the catcher's position. Coach should stand within 6 feet of the backstop and must not argue or show emotion about balls and strikes. In addition, this coach cannot direct the defense at all.](#)

Players Attire

All players shall be properly uniformed including cap, glove, and shoes. All batters and runners must wear helmets.

Run Rule

- Run rules will be listed in each age specific division.
- After the run rule is enforced, if time permits, teams should continue playing to allow further player development. (each player will get an at bat regardless)(once a run rule happens the umpire or on site director can direct how the players will get the at bat)
- The minimum number of players needed for an official game is eight (8). If a team knows it will have fewer than nine (9) players, it can ask the commissioner for fill-in players. **THIS IS TO MAKE SURE EACH PLAYER GETS AT LEAST ONE AT BAT.**
- Fill-in players can only come from Majestic Park teams within the appropriate age league. The maximum amount of fill-in players allowed is the amount needed to get your team to nine (9) players.
- The fill-in-player playing can not be used as a pitcher or a catcher. You still must follow the Majestic Park Fair Play rule.
- Teams that do not have the minimum number of players will forfeit. The game will still be played, and the opposing team will lend the forfeiting team players to be used on defense (not on offense unless agreed upon by both managers).



Pregame meeting

- Each team's manager will meet with umpire(s) at home plate for game preliminaries, including any field specific rules in play for that game and establishing the official game start time.
- Managers must provide a copy of their lineup to the umpire, opposing team, and official score keeper before, or at the latest, during this meeting.
- The lineup must include batting order with player's fielding position, name and jersey number.
- The lineup will be considered the starting lineup, and any changes must be conveyed to the umpire, opposing manager and opposing team's scorekeeper.

Batting

- Three strikes is one out. Can be swinging or called third strike.
- A manager cannot slow down the game to talk to batters. Managers are allowed one timeout per half inning to talk to their batters and/or runners if needed.
- Players batting out of order are NOT automatically out.
- If a player bats out of order and the defensive team discovers before the first pitch is thrown, the player at bat is replaced with the correct batter. If it is discovered after the first pitch is thrown, Balls/strikes stand, and the correct player resumes the at bat.
- If error is discovered (but not communicated) until after the ball is put into play, batter is out, and all runners are sent back to the base they occupied at the beginning of the at-bat.
- If undiscovered, then there is no retroactive recourse.
- If a player shows up after the game has started, that player is added to the bottom of the order. There is no penalty for this.
- If a player throws a helmet or bat in an unsportsmanlike manner, that player's coach should provide a warning to the player for the first infraction, and discipline the player for a second, or repeated infraction. As this is an umpire decision, the umpire may eject a player at their discretion for unsportsmanlike behavior.
- Bunting is not permitted in the 5-6 league.
- Leadoffs are not permitted in the 5-6/7-8/9-10 leagues. (closed bases) & Baserunners must wait until the ball crosses the plate to leave base.
- Players leaving the base early will be warned for the first infraction, on their second offense the infraction could result in an out. The decision is at the discretion of the umpire.
- Feet-first slides and head first slides are acceptable: Players must avoid contact. See Babe Ruth contact rule.

Courtesy runners

1. Courtesy runners are allowed in all ages with two outs for the catcher only.
2. The courtesy runner must be a player not in the lineup and will be the designated courtesy runner for the duration of the game.
3. If the designated courtesy runner enters the game, then a remaining substitute player must be designated, provided the offensive team chooses to continue using the courtesy runner. This player cannot return to courtesy running should he leave the game.
4. If a team only has 9 players, or is batting round-robin then the last batted out will be the courtesy runner.



Courtesy runners due to injury

- If a batter is hit by a pitched ball and cannot run, a courtesy runner will be allowed. Runner should be last batted out. If at the player's next at-bat, they cannot return because of injury, an out will be recorded one time. If this player does not return to the game and their batting slot comes up again, no additional outs will be recorded (batting slot will be treated as skipped).
- If a player leaves game early regardless of reason, it is an automatic out next when their next at bat occurs and no additional automatic out afterward.

Defense

- (5-6/7-8 Leagues only) Ten players are permitted on the field, including catcher.
- All other Leagues only Nine players are permitted on the field for defense.
- Catchers must wear full catcher's gear, including shin guards, chest protector, full helmet and mask with throat protector. The proper headgear for a catcher must protect the top of the catcher's entire face and head. Instruct catchers to keep throwing hand behind their back. Exception (5-6) can wear a T-ball Batting helmet that has a mask attached.
- The catcher should be in the proper position behind the plate, not against the backstop, standing or on their knees.
- To keep from slowing down the game catchers cannot be substituted mid-inning except for injury or sickness.
- No infield fly rule applies in the 5-6, 7-8 and 9 & 10 divisions.
- Defensive substitutions can be made freely, including pitcher.
- Pitchers are limited to a maximum number of pitches:

Age	Daily Max	0 Days Rest	1 Days Rest	2 Days Rest
9-10	75	1-40	41-65	66-75
11-12	85	1-40	41-65	66-85
13-15	95	1-45	46-75	76-95

- No balks in the 9-10 league, although a warning will be provided by the umpire for instructional purposes.
- Managers are allowed one trip to the mound per pitcher per inning. A second trip to the mound for the same pitcher requires a pitching change.

TIME-OUT AND CONFERENCES

Only one (1) conference will be allowed with each batter during that batters' time at bat. Coaches may not call time out to confer with base runners. The defense is allowed 1 (one) conference per half inning.



Postgame Procedures

- Youth sports should be as much about teaching sportsmanship as teaching athletic skills. Shaking hands after the game is a valuable lesson. Sports Illustrated writer E.M. Swift once said, "The handshake is a simple, traditional show of goodwill and respect, and respect for your opponent is an integral part of any definition of sportsmanship."
- At the end of each game, before the teams' postgame meetings and before teams vacate their dugout, both sides should line up single file down the foul line in front of their dugout. Teams will then meet approximately at home plate and shake hands or high-five and say, "Good game." This includes all managers and coaches (currently, a hat tip is appropriate).
- It is imperative that players and coaches handle this ritual with class and a calm attitude in order to set an example for the players.
- Anyone showing poor sportsmanship at any point before, during or after the game may be suspended and/or removed from the league.

To read Swift's Sports Illustrated article on the importance of post game handshakes, follow this link:

<https://vault.si.com/vault/1994/05/02/give-young-athletes-a-fair-shake-when-we-eliminate-postgame-handshakes-we-fail-to-teach-the-main-lesson-of-sports>



3-4 YO Ball League:

This division is an Introduction/Instructional league for Baseball -

1. The playing field will consist of 3 bases and a "Tee" on home plate where the batter will hit.
2. Any ball hit 10 feet from home plate and inside the foul ball lines will be considered a fair ball and the batter shall advance to 1st base.
3. 1st base will be set at a distance of 40 feet from home plate.
4. Max 10 kids on a roster
5. All players must wear a team t-shirt and cap supplied by Majestic Park. Shirts and caps must be worn during all games. (no penalty for not having them)
6. Baseball/softball gloves are optional. The game ball is a foam rubber ball and will be safe for kids to play without gloves.
7. The Field Supervisor will help facilitate equipment needed and help transition between innings.
8. Games shall last 45 minutes (or 3 complete innings), at the end of 45 minutes the game will end and all play will cease. If the game is called because of darkness or inclement weather, it will be declared a complete game if twenty-five (25) minutes are completed prior to the stopping of play.
9. No outs will be recorded
10. Round Robin batting each inning. (you may rotate your line up each inning)
11. No score or win/loss records will be kept.
12. Each YO Ball team must have at least (2) Coaches (Defense and Offense) on the field of play at all times.
13. Batting helmets are mandatory. We can provide 3 per team. (we recommend players find their own helmets.)
14. The defensive players take an infield or outfield position. The BALL is placed on the Tee and the first batter hits the ball and runs to the Base. PLAYER STAYS ON BASE. The runners will advance ONE base at a time. (batter can only hit a single)
15. Once your last batter in the lineup is up to bat, he/she will hit the ball for a GRAND SLAM to advance all the remaining runners around the bases to home plate!
16. You may end the (half) inning by batting once around the line-up.
17. Each turn at bat, the batting order will be reversed. (Example: if a player bats last in the 1st inning he/she will bat first in the next inning). Every game you should create a different lineup. Coaches may manage the lineup however they want to make it fair for each player.
18. When on defense, all players will play a defensive position at least 25 feet from home plate. No player shall play catcher. Defense will consist of 6 infielders and 1 pitcher (you can play with less players).



5-6 Tee Ball League

TIME LIMIT

One hour or five (5) innings, whichever comes first. In the event of a tie, the game will end in a tie.

BATTING ORDER

All teams will bat round-robin. If a team loses a player in the line up it will not be an out. Once a team drops below 8 in the order it is a forfeit. The game will continue on even in a forfeit.

DEFENSE

Will consist of nine (9) regular fielding positions and one (1) additional rover in the outfield grass. The pitcher must be on or behind the pitching rubber with both feet in the circle. All outfielders will be in the outfield grass. The infield will not be allowed to use a shift and players should be in a traditional position.

Penalty: The batter will be awarded first base. This shall apply only if the batter is put out at first base, or by a fly ball, or if a runner is forced out by the hit. If the batter reaches first base and continues to second, he is in jeopardy and may be put out at any time.

RUNS PER INNING

Six (6) runs per inning.

CONTACT RULE

Babe Ruth rule 6.05 shall apply.

DEAD BALL

The Field Umpire will call Time when the defense has stopped or has containment on the lead base runner. Any trailing runners will be allowed to advance to next base if he/she is past the marked halfway line between bases. This is a judgment call.

BALL

Rawlings is the official Baseball.

BATTING

A tee shall be used in the 5 & 6-Year-Old league.

GROUND RULES

The pitching rubber will be a distance of 46 feet from home plate. The pitchers circle will be a ten (10) foot circle measured from the center of the pitching rubber. There will be sixty (60) feet between bases. An arc will be drawn twenty (20) feet from the back of home plate, from foul line to foul line in fair territory. This area will be foul territory for the purpose of batted balls. A line will be drawn halfway between first base and second base, second base and third base, and third base and home plate. These will determine the runners' degree of advancement when time is called.

THE BATTER

All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or a base runner.

BUNTING

Will not be allowed.



THE CATCHER

Must wear a catchers' helmet with a facemask. The umpire will place the catcher in an area, behind home plate, that he deems safe before the batter swings. After the ball has been put in play the catcher will not be restricted on the field of play.

INFIELD FLY

Will not be in effect.

THE FIELDERS

All defensive players must be positioned farther from home plate than the back of the pitchers circle (exceptions: pitcher and catcher). All outfielders must remain in the outfield grass until the ball is put into play. Penalty: The batter shall be awarded first base if he is out at first, on a fly ball, or if a proceeding runner is forced out.

BATTER IS OUT

After three (3) strikes **OR MAX OF 5 SWINGS**. If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play. (A ball not passing the 20 foot arc is a foul ball and not strike three)

THE RUNNER

Base awards will be determined by the lead runner's position. Runners who have reached the halfway line when time is called, will be awarded the next base. Runners who are not halfway must return to the last base touched unless doing so would force a runner off of first base.

COACHES

A manager and three coaches will be allowed in this age group due to the extra help needed in the dugout during the game. On offense a first base and third base coach will be allowed at their prospective coach's box on the field.

(offensive coaches are not allowed to touch or physically assist the baserunners. If this is called by the umpire, play shall stop and the runners shall be returned to their previous base.)

On defense, two coaches may be in the field for defensive instruction. An additional coach may stand on their dugout side to assist the catcher, and for the purpose of defensive instruction.

BASE AWARDS

All overthrown balls are live unless the ball leaves the field of play, in which case, a one (1) base limit will be given to the runners. Any batted ball that bounces over, rolls through, or under a fence in fair territory will be a ground rule double.

RUN RULE

If a team is ahead by (13) runs after 3 or (7) runs after 4 complete innings (3 1/2 for the home team) the game will be called.



7/8 Coach Pitch League

Official Baseball Rules” as modified by “Babe Ruth League, Inc. Baseball Rules and Regulations” and further modified by these “Playing Rules” will be in effect.

BASES

Bases will be 60 feet apart..

PITCHING LINE

There shall be a line drawn forty (40) feet from the apex of home plate to establish the minimum forward point for the pitcher. (Or a pitching rubber set out at that distance)

PITCHING CIRCLE

The dirt pitcher’s mound shall serve as the Pitching Circle.

PITCHING COACH

The pitching coach shall keep one foot on or straddle the pitcher’s rubber.

The pitching coach may pitch anywhere along the pitching line from 40’ to the 42’ pitching circle. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule after the ball is pitched obstruction shall be called.

Additional penalty: If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game.

If the pitching coach is accidentally or unavoidably struck by a batted ball the play will be ruled a dead ball. The batter-runner will be awarded first base and no runner(s) will advance unless forced.

SCOREKEEPING

The home team will be responsible for keeping the official book and the guest team will keep the scoreboard.

LENGTH OF GAMES

Games will be 6 innings or 1 hour 15 minutes in length, whichever comes first. No new inning may start after this time limit. Any inning started prior to 1 hour and 15 minutes, shall be completed unless the home team is ahead or it is mathematically impossible for a team to win.

RUN RULE

Any team leading by 15 or more runs after 3 innings, 10 or more runs after 4 innings (3 1/2 if the home team is ahead, or 8 or more runs at any time after the completion of 5 innings (4 1/2 if the home team is ahead) shall be declared the winner.

RUNS PER INNING

Teams will be limited to 6 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

STRIKES

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. The at-bat will continue on foul balls. NO INTENTIONAL WALKS.



SLINGING A BAT

If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped.

This is not an appeal play.

BUNTING

Bunting is permitted. Batters are NOT allowed to show bunt then pull back and swing. (If a player does this time will be called and a strike will be counted).

INFIELD FLY RULE

The infield fly rule is not in effect at any time.

STEALING

There will be no stealing.

OVERTHROWS

Base runners may advance on an overthrow at the risk of being thrown out.

ADVANCING

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

BATTER LINE-UP

All players on the roster will be in the batting line-up the entire game. If a team only has 9 players, they may bat 9 without penalty. If a player is injured or becomes ill while batting 9, then an out will be declared in that player's batting position. If a team falls below 8 players, the game will be declared a forfeit.

ON DECK BATTER

The next batter due to hit may stand in one of the on-deck circles so he or she is facing the back of the hitter, but must be wearing a batting helmet. All other players must remain in the dugout.

LATE PLAYERS

If a player arrives after the start of the game, the player must be inserted at the bottom of the batting order.

DEFENSIVE LINE-UP

Ten (10) defensive players (one additional outfielder).

All four (4) outfielders must be in the outfield grass until the ball is pitched.

Teams may freely insert defensive players into their line-up. Players on the infield should be in their "standard" positions; no shifts, extra players on or around the mound, etc.

PITCHER POSITION

The defensive player listed as pitcher shall not leave the pitching circle (the pitcher's mound) until the ball is hit, unless the batter squares around to bunt. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.



9-10 League

The official rules of Cal Ripken baseball shall govern all play. The following are exceptions and/or enhancement to the rules and shall be considered the "local rules."

Field Dimensions

- 60' bases
- 46' Pitcher's mound from home plate
- 9 Fielders consisting of 6 infielders and 3 outfielders

Game Length

- Complete game is 6 innings
- Game time limits 1 hour 30 minutes
- 6 run maximum per team/per inning.
- Inning is complete after 3 outs or 6 runs whichever comes first.
- No new inning after time limit (1:30) – No drop-dead time limit
- Mercy Rules: 15 runs after 3 or 10 runs after 4

Playing Time

1. "Free substitution" with a (round robin) continuous batting order. Every player must bat in the order.
2. Majestic Park Fair Play rule applies. (Exceptions will be made for injuries).

Scoring

1. The home team will be responsible for keeping the official book and the guest team will keep the scoreboard.
2. After each game the league will receive the final score and pitch counts as confirmed by both Managers.

Pitching

1. No RE-ENTRY. A pitcher may not re-enter as a pitcher after they are removed.
2. The Manager or an Assistant Coach shall record the pitcher's total number of pitches per outing (not to exceed max pitches in a game/day). If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out per Cal Ripken rules.

Baserunners

1. No lead offs. Runners may leave their base once ball has crossed plate
2. Stealing- Runners may steal only after the ball has crossed the plate.
3. Defensive players shall not block an offensive player's running lane, base, or home plate.

Cal Ripken Reminders

1. No infield fly rule
2. Umpires will call time, not players, when they feel the base runners are not trying to advance.
3. Games using an ineligible pitcher shall result in forfeit
4. At any time, the umpire has the right to remove a pitcher he deems unsafe.
5. There are no balks in 9-10 league play.
6. No drop third strike.



11-12 (50/70) League

The official rules of Cal Ripken baseball shall govern all play. The following are exceptions and/or enhancement to the rules and shall be considered the "local rules."

Field Dimensions

- 70' bases
- 50' Pitcher's mound from home plate
- 9 Fielders consisting of 6 infielders and 3 outfielders

Game Length

- Complete game is 6 innings
- Game time limits 1 hour 30 minutes
- 6 run maximum per team/per inning.
- Inning is complete after 3 outs or 6 runs whichever comes first.
- No new inning after time limit (1:30) – No drop-dead time limit
- Mercy Rules: 15 runs after 3 or 10 runs after 4

Playing Time

1. "Free substitution" with a (round robin) continuous batting order. Every player must bat.
2. **Majestic Park Fair Play Rule** applies. (Exceptions will be made for injuries).

Pitching

1. No RE-ENTRY. A pitcher may not re-enter as a pitcher after they are removed.
2. The Manager or an Assistant Coach shall record the pitcher's total number of pitches per outing (not to exceed max pitches in a game/day). If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out per Cal Ripken rules.

Balks

The use of balks calls should be sparingly applied. When games begin, each new pitcher in a game shall get a balk warning and proper instruction on why it is a balk before a balk is called.

Infield fly rule: Does apply to this division.

Drop Third Strike

A catcher must catch the third strike to complete the out. Regardless if a batter swings or not; if the catcher does not catch the third strike and first base is NOT occupied, the batter can run to first base. The catcher can tag out the batter or throw to first and to record an out. The batter can run to first and be called safe if the out is not recorded as mentioned. This same rule applies whenever there are two outs, regardless of if first base is occupied or not. This is a live ball situation meaning the base runners are not forced to advance but they can run at their own risk. If they do choose to run, a tag is required since this is not a force play. (Unless they are forced to the next base).

Baserunners

1. Lead offs are allowed.
2. Stealing- Runners may steal at their own peril.
3. Defensive players shall not block an offensive player's running lane, base, or home plate.

Scoring

1. The home team will be responsible for keeping the official book and the guest team will keep the scoreboard.
2. After each game the league will receive the final score and pitch counts as confirmed by both Managers.



13-16 Babe Ruth League

The official rules of Babe Ruth baseball shall govern all play. The following are exceptions and/or enhancement to the rules and shall be considered the "local rules."

Field Dimensions

- 90' bases
- 60'6" Pitcher's mound from home plate
- 9 Fielders consisting of 6 infielders and 3 outfielders

Game Length

- Complete game is 6 innings
- Game time limits 1 hour 40 minutes
- 6 run maximum per team/per inning.
- Inning is complete after 3 outs or 6 runs whichever comes first.
- No new inning after time limit (1:40) – No drop-dead time limit
- Mercy Rules: 15 runs after 3 or 10 runs after 4

Playing Time

1. "Free substitution" with a (round robin) continuous batting order. Or the manager may choose to bat 9 and list substitutes all players present shall be listed on the line-up card.
2. **Majestic Park Fair Play Rule** applies. (Exceptions will be made for injuries).

Pitching

1. No RE-ENTRY. A pitcher may not re-enter as a pitcher after they are removed.
2. The Manager or an Assistant Coach shall record the pitcher's total number of pitches per outing (not to exceed max pitches in a game/day). If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out per Babe Ruth Cal Ripken rules.

Balks

The use of balks calls shall be applied. When a balk is called, the pitcher in the game shall get proper instruction on why it is a balk.

Drop Third Strike

A catcher must catch the third strike to complete the out. Regardless if a batter swings or not; if the catcher does not catch the third strike and first base is NOT occupied, the batter can run to first base. The catcher can tag out the batter or throw to first and to record an out. The batter can run to first and be called safe if the out is not recorded as mentioned. This same rule applies whenever there are two outs, regardless of if first base is occupied or not. This is a live ball situation meaning the base runners are not forced to advance but they can run at their own risk. If they do choose to run, a tag is required since this is not a force play. (Unless they are forced to the next base).

Infield fly rule

Does apply to this division.

Baserunners

1. Lead offs are allowed.
2. Stealing- Runners may steal at their own peril.
3. Defensive players shall not block an offensive player's running lane, base, or home plate.

Scoring

1. The home team will be responsible for keeping the official book and the guest team will keep the scoreboard.
2. After each game the league will receive the final score and pitch counts as confirmed by both Managers.