

# PALISADES AREA YOUTH BASEBALL

## Majors Level Playing Rules – 2019

*(Last amended April 2019 – amendments in bold)*

*Note: These rules do not take the place of any official Cal Ripken rules as published in the official baseball rulebook. These rules pertain to local league play only.*

### **Section I: GENERAL INFORMATION**

1. Game time is 5:45 pm (PROMPT) on weeknights. Night games will start no later than 8:30 pm on nights which they are allowed.
2. Saturday games' starting times are determined by mutual agreement between coaches, but no later than 6:00 pm without lights. No inning will begin after 8:00 pm on school nights. The use of lights will not be allowed on school nights.
3. Visiting team has the field 25 minutes prior to game time for 20 minutes.
4. Home team will provide two (2) new baseballs for each game.
5. **All bats must be USA Baseball approved. Consult USA Baseball website. (amended April 2019)**
6. Free substitution will be used on the Majors level. Any player may enter any position at any time (with the exception of the pitcher to which normal pitching rules apply).
7. **Majors have the option of batting with a 9 player plus 1 extra hitter batting order (also known as Substitution Batting Order) or a Running Batting Order. Both teams do not have to use the same batting order method. At the plate meeting with the umpire and prior to the start of the game, each manager must declare which batting order method their team will be using for the game. They must play the entire game as declared at the plate meeting. If a player becomes injured and would affect the batting order method declared, refer to Rule #8 below. Subs must be reported to other team's scorekeeper prior to entrance into game. (amended April 2019)**
8. **A game is forfeited when a team fails to field eight (8) players at the start of the contest. If a player begins a game and leaves, is ejected or unable to play the remainder of that game for any reason other than injury, the position in which that player batted in the line-up becomes an out for the remainder of the game. The player cannot return to the game. Any exception to this rule must be agreed upon by both managers with umpire present. (amended April 2019)**
9. For regular season, games will be seven (7) innings and players must play a minimum of two (2) innings in the field and one (1) at bat. An inning is constituted by three (3) consecutive outs. If a player comes late, the player's playing eligibility must be discussed by both coaches and agreed upon by both coaches with an umpire present.

10. A game called because of darkness, rain, etc., must be completely replayed, unless it is an official game (4 complete innings, or 3 ½ innings with the home team ahead). A game may end in a tie score. A game needing to be rescheduled, must be rescheduled (but not played) within two (2) days. All regular season games must be played before the stated end of the regular season.
11. Throwing equipment as a result of anger shall result in automatic expulsion by the umpire. A bat thrown as a result of poor grip shall result in a warning by the umpire. A second offense by the same player will result in expulsion and an automatic out.
12. The home team will be responsible for paying umpires.
13. Each team is required to have appropriate first aid supplies at all practices and games.
14. NO jewelry, except religious medals and Medical Alert bracelets and necklaces, will be allowed to be worn while playing.
15. There will be NO tobacco products, alcohol, or profanity allowed within the playing field as described by field ground rules, including bench and dugout areas. Any violation will bring immediate expulsion, subject to rules set forth in the PAYB By-Laws.
16. Majors will play regular season games with 70' base paths, 50' pitching distance.
17. Violation of any section of this regulation can result in protest or forfeit of the game.
18. Ejection of a Coach: If an umpire ejects a coach for any reason, he or she must leave the game, field, and facility and will not participate in the next game in which the team plays. All ejections will be reviewed by the league. Penalty could be more severe depending on the review by league officers.

## **Section II: THE GAME OF PLAY**

1. **A courtesy runner for the catcher must be used only when there are two (2) outs. There will be no courtesy runner for the pitcher. The courtesy runner will be the player who made the last out. Catcher is to put on catching equipment upon return to dugout. (*amended April 2019*)**
2. **Protective Gear: Players must wear a face mask when warming up a pitcher, both on the sidelines and on the field between innings. Protective cups must be worn by ALL catchers, including warm-up catchers. It is highly recommended that all players, regardless of position, wear a protective cup. It is highly recommended that all pitchers wear chest protectors. (*amended April 2019*)**

3. In the interests of safety, catchers CANNOT block the plate if they do not have the ball, nor can they go up the line to wait for a throw, thus blocking the runner. All runners must slide to any base attempted, if being played on in order to avoid a collision with a fielder. HEAD FIRST SLIDES ARE STRICTLY PROHIBITED EXCEPT WHEN RETURNING TO A BASE. Any unnecessary or inappropriate contact with the fielder, in the opinion of the umpire, will result in the runner being called out. In addition, any willful and malicious contact with the fielder, in the opinion of the umpire, will result in the runner being called out and the runner being ejected from the game, subject to suspension according to the PAYB By-Laws.
4. Leads and Steals: Leads and steals at ALL bases are allowed. Pitchers must throw from the stretch position, or step off the rubber, in order to attempt a pick-off. Leads MUST be established prior to the pitcher's delivery to home. ANY runner advancing his lead while the pitcher is delivering the ball to home will be considered to have left the base early. The team will be given one (1) warning. Subsequent violations of this rule will result in the runner being called out. Base runners may steal on any pitched ball. Base runners may leave on the pitcher's first movement. Base runners do not have to return to the base they are on if there is a pick-off attempt. A pick-off attempt at any base is a live ball situation and runners advance at their own risk. Base runners are NOT allowed to steal 2B while running to 1B immediately following a BB. Base runners may NOT steal while the pitcher has the ball on the mound (8' radius from the rubber). Delayed steals will not be allowed, except from third to home on a steal of second base. Errant throws, during picks, steals and throw backs to the pitcher are live ball situations and all runners may advance at their own risk.
5. Once a 10-run lead is acquired, NO stealing will be allowed.
6. **A 15-run rule ("Mercy Rule") will be in effect after four (4) innings (or 3 ½ innings with home team ahead by at least 15 runs) and will result in an end to the contest and the team in the lead will be declared the winner. Also, after four (4) innings (or 3 ½ innings with the home team ahead by at least 15 runs), the manager of the trailing team may choose to end the contest immediately. Continued play following the declaration of a winner would be based on agreement between both managers and umpire. (amended April 2019)**
7. In case of fielder injury due to batted ball, the ball is dead, batter and/or all runners advance one (1) base, even if they are not forced.
8. The Infield Fly Rule will be used.
9. Dropped third strike rule will be used.
10. **Final Score/Pitchers Stats: The winning team is responsible for contacting the PAYB statistician with the final score, names of pitchers and innings pitched within 24 hours of the contest. (amended 2019)**
11. **The Board will hear all protests. All protests must be submitted by email to the President within 48 hours of the game, along with a non-refundable \$25 check payable Palisades Area Youth Baseball. (amended 2019)**

12. Double Rostering: Teams may roster a minimum of 12 and a maximum of 15 players for either Majors or Minors teams, including double rostered players. Double rostered players should be picked as early as possible by each upper team. Pitchers may pitch at one level only which must be determined prior to the first game.
13. No players will be allowed to move up to a higher playing level (example: Minors to Majors) unless the upper team cannot field enough players to play a game. For Post-season teams, players must try out for their league age team and cannot try out for an upper level team unless there are not enough players at that level. They must try out for their league age team first and if selected cannot move up to the next level unless they are released by the lower team head coach. A team with not enough players is constituted as eight (8) players or less. If a team has nine (9) players, the team may double roster kids from a lower level team (this is recommended). All kids being moved up must be reported to the PAYB Player Agent.

### **Section III: PITCHING**

1. Every team must use at least three (3) pitchers per game and at least one (1) pitcher MUST be an 11 year old. The 11 year old must pitch before the 6<sup>th</sup> inning and pitch to a minimum of five (5) consecutive batters or obtain three (3) outs before being removed from the game. This can be accomplished with one or more 11 year old pitchers. Penalty for not meeting this rule is forfeiture of the game.
2. Curveballs and other similar pitches requiring excess torsion on the arm are banned from being thrown at any time, including post-season tournament play.
3. Balks will be enforced, after one (1) warning. ANY pick-off attempt from the wind up position will result in a balk call, after one (1) warning.
4. A pitcher may not pitch more than three (3) innings in any game and may pitch in a maximum of seven (7) innings per calendar week.
5. A player who pitches on two (2) consecutive days must have one (1) day's rest before pitching again.
6. Delivery of a single pitch constitutes pitching one (1) inning.
7. The pitching week runs from Sunday through Saturday.
8. Once a player is removed as a pitcher, he may not pitch again in the same game.
9. Innings pitched in a game declared "no contest" shall be charged against pitcher's eligibility for that week.
10. In order to speed up a game, a pitch warm-up rule is in effect. Eight (8) pitches will be allowed for each starting pitcher in the 1<sup>st</sup> inning and five (5) pitches in each subsequent inning. When a team changes pitchers, the new pitcher will get eight (8) warm-up pitches, then five (5) for each subsequent inning he pitches. If the catcher is late, allow him to receive one (1) pitch to throw down.

11. There is a time limit of three (3) minutes between innings.
12. Pitching changes must be reported to the umpire at the time of the change. The pitcher will not be allowed to warm up on the mound until he has reported to the umpire.
13. The 2<sup>nd</sup> trip to the mound in the same inning by the coach requires automatic removal of the pitcher.
14. A pitcher must be removed after hitting three (3) batters in one (1) inning or five (5) batters in a game.

#### **Section IV: FIELD LAYOUT (MAJORS LEVEL)**

1. Baselines: 70 feet.
2. Pitching distance: 50 feet.
3. Pitcher's Plate: 6 inches above Home Plate level.
4. Distance down the Foul Lines: 200 feet.
5. Outfield distance to pocket in center field: 250 feet.