

Tri-City League Rules

NRBC Majors Program Rules

1. GAME

- A. The game will be 6 Innings in length. (no new inning may start after 80 min)
 - *Only 1 extra inning will be played if the game is tied at the end of 6 innings.
 - *In case of a called game because of rain, darkness, or other, 3 full innings makes a complete game.

- B. Speed up rules will be used. If your next inning catcher is on base with 1 or more outs, he will be substituted for by the player who made the last out. This will allow the catcher to get ready for the next inning. The pitcher may be substituted also, to help warm up before the next inning.

- C. All players present will be in the batting order.

- D. Rotate players from the bench to the field every inning. No player may sit out more than 2 innings in a row.

- E. Teams may play with 4 outfielders. All outfielders must start each play on the outfield grass.

- F. Games will be called by 4:30pm. If inclement weather develops during the game the coaches and umpires will make the decision to call game.

2. PITCHING

- A. The pitching rubber will be located 46 feet from Home Plate.

- B. Pitcher will start the delivery with at least 1 foot on the pitching rubber, and have one foot in contact with the pitching rubber when the ball is released.

- C. A player may not pitch in more than 3 innings per game. The innings need to be consecutive.
 - *A single pitch within an inning is considered an inning pitched.
 - *Players are permitted to pitch 6 innings per week. Week is Monday through Sunday.

- D. Pitchers may throw 8 warm up pitches at beginning of the 1st inning, 5 warm up pitches after that. New pitchers will have 8 pitches to warm up.

3. HITTING

- A. A batter is out on 3 strikes, either swinging or umpire called.

*A batter may NOT advance to first base on a dropped third strike.

- B. A player is awarded first base on 4 balls. No intentional walks are allowed.
- C. A batter throwing the bat will be warned once, and called out on a second occurrence.
- D. All batters, base runners, and on-deck batters must wear protective head gear.
- E. Sacrifice bunting is allowed

4. BASERUNNING

- A. Base stealing is allowed.
 - *If a team is ahead by 10 runs, that team may not steal any bases.
- B. Runners cannot lead off of the base until the ball leaves the pitchers hand.
 - *A runner will be called out if he leaves too early after one team warning.
- C. Runners cannot advance from any base on throws back to the pitcher.
 - Example: Runner from third cannot go home on throw back to pitcher.
- D. Runner can advance if a play is made on the runner by the catcher or pitcher.
- E. Bases will be 60ft. apart.

5. STRIKE ZONE

- A. Each community should emphasize to their umpires the need for a “full” strike zone, defined as:
 - Top of strike zone: Halfway between the waist and shoulders of a normal stance.
 - If the player is crouching, umpire determines “normal” stance height
 - Bottom of strike zone – bottom of the knee
 - Width – Full width of the plate, usually defined as 1 ball off each side of Home plate.
- B. Emphasis on kids swinging the bat.

6. GENERAL

- A. Each player should wear team issued t-shirt (jersey), along with baseball pants.
- B. Rubber soled shoes or rubber spikes only – no metal spikes allowed
- C. Catcher must wear full catcher’s gear

D. A 12 run rule after 4 innings will be used in the majors for all games.

E. The infield fly rule will apply. The infield fly rule is as follows: If the batter hits a fair ball that is able to be caught by an infielder with runners on first and second or on first, second, and third with less than two outs, the batter is out. The runners may tag up and advance at their own risk.

F. Fielders may not play more than three innings at any one position.

G. All basic Little League baseball rules will apply if not covered above.

Updated April 2016