

I reviewed and cleaned the full 5-page **Major Division** document.

Source file:

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Below is the polished, formatted version matching your Rookies and Minor structure so we can brand all three consistently.

Longwood Babe Ruth League

Major Division Rules

Revised: 2/6/2026

1. Home & Visiting Team Responsibilities

- The home team must provide:
 - Two (2) new baseballs to the Head Umpire
 - An official scorekeeper
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2. Time Limits

- No new inning may begin after **1 hour and 45 minutes** from official start time.
- Weeknight games: **2-hour limit**
- Weekend games: No 2-hour limit.
- Official start time is declared by the umpire.

If a game ends due to the 2-hour limit, the score reverts to the **last completed inning**, provided the game is official.

3. Tie Games

- Games may end in a tie.
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4. Run Rule (Mercy Rule)

Game is complete when:

- 15-run lead after 3 innings
 - 10-run lead after 4 innings
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5. Official Games

A game is official when:

1. 4 innings completed (visiting team winning), or
 2. 3½ innings completed (home team winning), or
 3. Time limit reached
 - Suspended games must be resumed.
 - Time limits carry over to resumed games.
 - Tie at completion of official game = recorded tie.
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6. Batting Rules

- All rostered players bat in both spring and fall.
 - Innings 1–5: Maximum 5 runs per inning.
 - If the 5th run scores mid at-bat, that batter resumes next inning.
 - Inning 6: No run limit.
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Courtesy Runner (Catcher Speed-Up Rule)

- Last recorded out or a player not currently in the game may serve as courtesy runner.
 - Catcher remains in the game.
 - If last-out player unavailable, move backward in order or use player not currently in game.
 - In first inning with no outs, courtesy runner is the furthest removed player in lineup.
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7. Player Requirements

- Minimum 8 players required at official start.
- Failure to meet minimum = forfeit.
- Both teams under minimum = double forfeit.

- Unanimous consent required (League President, Division Rep, Player Agent, both managers) to reverse forfeit.
- If team drops below 8 during game = forfeit.

Player Leaving Game

- Injury/illness: skipped in batting order (not an out).
- Any other reason: recorded as an out.
- Religious/school conflicts may reschedule with 48-hour notice.
- Borrowed players:
 - Outfield only
 - Bat last
 - Only to meet minimum

8. Late Arrivals

- Added to bottom of batting order.
- Credited with defensive innings missed.
- Must still meet minimum play requirement.

9. Pitching Rules

- A pitcher may return in the same inning or later if removed on first visit.
- On second visit in same inning to same pitcher → pitcher must be removed and cannot return.
- A pitcher removed and later returned may not re-enter the mound a second time (forfeit situation).

Pitch Count & Rest Requirements

Age	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest
9–10	75	1–30	31–50	50+
11–12	85	1–40	41–65	66+
13–15	95	1–45	46–75	76+
16–18	105	1–45	46–75	76+

10. Minimum Playing Time

- Minimum 3 defensive innings.
 - At least 1 at-bat per game.
 - At least 1 infield inning per game.
 - No player may sit 2 consecutive innings.
 - Mathematical inability to comply does not result in forfeit.
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11. Protest Procedure

1. Call time before next pitch.
 2. Notify Home Plate Umpire, Official Scorekeeper, and opposing manager.
 3. Game continues under protest condition.
 4. Submit written protest detailing rule interpretation issue.
 5. Protest Committee reviews.
 - Protests may only be based on rule interpretation (not judgment calls).
 - League President may impose additional penalties.
 - Written protest and ruling presented at next Board Meeting.
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12. Scorebook

- All ejections must be recorded by the official scorekeeper.
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13. Dress Code

- Full matching uniform required (hat, shirt, belt/socks, matching pants).
 - No exposed jewelry (watches, bracelets, earrings, necklaces).
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14. Team Direction & Strategy

- Authority rests with manager and coaches on the field.
- Parents may not coach from the stands.