



## Major 60's Rules

- Bat entire roster
- Free substitutions
- Max of 5 runs per inning except for 6<sup>th</sup> inning. Both Visitor and home teams need to have an equal opportunity to have unlimited runs in the last inning. If the game has to end early due to time, the umpire and the opposing team need to make sure both teams are notified that this is the last inning and both teams will have unlimited runs. If it is not offered prior to the start of the last inning the home team is not allowed to have unlimited runs.
- 10 run rule after 3 ½ innings
- Home team gets field ready for game
- Visiting team rakes & drags field after the game
- No new inning started after 90 minutes from start time.
- No new inning started after 10pm on Friday night games
- If you pitch more than 50 pitches or 3 innings whichever comes first you then cannot catch in the same game. Same with if you catch more than 3 innings you cannot pitch in the same game. **You can catch 3 innings and pitch 3 innings in the same game as long as you don't throw more than 50 pitches.**
- If a game happens to go to extra innings, which is a possibility especially in playoffs, each half inning will begin with a runner on 2nd base (New Cal Ripken rule this year). Runner should be last recorded batter from previous inning.
- Pitch Count will be logged and signed off after each game by both head coaches **before leaving the field after each game.**

PITCHING RULES					
Age	Daily Max (Pitches in a day)	Rest Period			Weekly Max
		0 Days	1 Day	2 Days	
7-8	50	1-20	21-35	36+	60
9-10	75	1-40	41-65	66+	85
11-12	85	1-40	41-65	66+	120

\*Weekly Pitching goes from Monday to Sunday. **All pitch counts must be signed off post-game on the pitch count sheet by both head coaches. Failure to do so will result in a 6-0 forfeit.**

**\*Age is the player's actual age and not their league age, so coaches should be aware of any players playing outside the normal division for their age.**