

**DISTRICT 11**  
**Spring Inter League**  
**Major Division**

Rules of Play

**1. The host team is responsible for the following:**

- Supplying two (2) new and two (2) used baseballs to the Head Umpire.
- Providing an Official Scorekeeper, for the record keeping purposes.
- Keeping the pitch count, both teams should also keep the count.
- Writing the pitch count, innings pitched and pitchers names in the Official Scorebook.
- Providing a score board operator. Unless the visiting is willing to do it.

**2. Time Limit and run limit of Games**

To facilitate the consistent start and stop of games, and to provide equitable playing time for all player the following time limits will be observed. No new inning will start after 1 hour and 45 minutes has elapsed from the official start time. A new inning begins the moment the third out is made in the bottom of the previous inning.

Games will be 6 innings, time permitting. The offensive sides are retired after 3 outs.

The umpire will declare the official start time when the defensive team takes the field. The umpire shall notify the official scorekeeper of the official start time, and the official scorekeeper shall record the time in the scorebook. The umpire is responsible for keeping the official time.

**3. Run Rule**

In the Major Division all games will end when the game is official and either team has a ten (10) run lead after 4 innings( 3 ½ if home team is ahead) unless time limit is reached then the game is official no matter what inning.

#### **4. Tie Games**

If both teams have the same number of runs at the end of an official game, the game is declared a tie. If a game is tied after 6 innings and there is still time left on the clock then extra innings can be played.

#### **5. Player Requirements to Start a Game**

Each team must have a minimum of nine (9) players at the "official start time" for a game to begin. In the event the minimum cannot be met, the game is considered a forfeit and the win goes to the team that has the required number of players. In the event both teams cannot field the minimum number of players, the game shall be declared a double forfeit.

If a forfeit occurs, both managers may petition their respective league presidents, reverse the forfeit and reschedule the game. Upon unanimous consent of ALL parties the game may be rescheduled, played, and counted in the standings.

Once the game is started a team may continue to play if the number of players falls below nine (9) but the minimum to continue play is eight (8). If a team cannot field at least eight (8) players, that team shall forfeit the game.

If a team cannot field the minimum number of players for a scheduled game because it was scheduled on a recognized religious or school function, the game may be canceled and re-scheduled without penalty, provided notification is submitted to the respective league presidents at least 48 hours prior to the game date. Games cannot be rescheduled for any other reason.

#### **6. Players Arriving after the Start of Games**

If a player arrives after the start of the game, the player must be added to the bottom of the batting order. Defensively, a late player will be counted as playing a defensive inning for any inning that they missed. For example, if a player shows up after the second inning begins the manager will have to play that player for one inning to comply with the minimum play rules.

## 7. Pitchers/Pitching

Any pitcher that has been removed from the mound on the manager/coaches first visit or between innings may return to the mound that inning or subsequent innings on a manager/coach's second trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the mound and cannot return to the mound during the game.

A pitcher may pitch six innings per calendar week including re-scheduled and make-up games. If a pitcher delivers one pitch that constitutes an inning pitched.

The Babe Ruth calendar week is Monday through and including Sunday.

Listed below is the pitch count limits and required rest days.

Age	Max	No rest required	1 day rest	2 days rest
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+

Should a pitcher reach this maximum during a player's at bat, this pitcher is allowed to continue pitching to this batter until his at bat is complete. This pitch count does NOT include pre-game warm-ups or warm-up pitches between innings. Borrowed players may not pitch. League Age 13 year olds playing down may not pitch in the major division.

### **Balks will be called**

## 8. Minimum Playing Time Rules

Each player will play a minimum of 6 consecutive outs and at least one at bat per game.

## **9. OFFENSE**

The batting order can be the entire roster, 9 or 10 with the EP option. When batting the entire roster free substitution is authorized. A player who leaves a game due to injury or illness is skipped over in the batting order and is NOT considered an out when his or her turn at bat arrives.

If a player leaves a game for any reason other than injury or illness, that player must remain in the batting order and is considered an out when his or her turn at bat arrives unless substitutes are available.

Speed up rule. A courtesy runner (last batted out) is allowed anytime and encouraged for the catcher. Catchers should be geared up and ready to catch with 2 outs.

**Dropped third Strike is in effect.**

**Lead off is permitted**

## **10. Defense**

Free substitution in and out if batting the entire roster for all positions but the pitcher.

If batting 9 or 10 with then EP option then Subs need to be used (Inform the plate umpire when putting subs in). In the event a player in the lineup cannot continue to play and all substitutes have been used then the opposing manger gets to select a player on the bench to retrun

Intentional walks- At any time during the at bat a batter can be intentionally walked by either the request of the manager or catcher. The umpire will then place the batter at first.