



Major (MJ) Rules

NFHS rules will apply except as altered by the following additions and exceptions

MJ1. All games will be limited to:

Six (6) innings or (1:40) hrs

NOTE: No new inning shall commence **WITHIN** five (5) minutes of the end of regulation

NOTE: Scheduled **REGULAR** season games played during WEEKDAYS will establish a “**hard-stop**” twenty (20) minutes following the official end of regulation. If gameplay is still in-progress at “hard-stop” the official score will be determined by the score at the previously completed inning.

NOTE: Postseason games will be played to full innings **OR** time limit (run rule in effect).

NOTE: Championship game will be played to full innings (run rule in effect).

MJ2. A team can score a maximum of seven (7) runs per inning through the 5th inning. In the 6th and only the 6th inning, ten (10) runs will be allowed, or one time through the batting lineup. Regular season games may end in a tie and need not be completed, unless directed by the League.

MJ3. There will be no continuation of play in MJ. In a play situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning remains in effect.

MJ4. A game shall be declared complete if a team is ahead by fifteen (15) runs after three (3) or ten (10) runs after four (4) innings. An insurmountable lead is in effect, and the game will end if and when a win or tie is no longer possible for the trailing team.

MJ5. Field Dimensions:

The infield must be square that is seventy (**70**) feet on each side with fifty (**50**) feet between the pitching plate and back of the home plate.

MJ6. Each team will be allowed four (4) Coaches which includes the Manager.

A. On **OFFENSE**, this allows for two (**2**) Base Coaches, one (**1**) Dugout Coach that must remain **WITHIN** arm's length of the dugout door, and one (**1**) additional Coach that must remain **IN** the dugout or can step off the field if dugout space is limited.

B. On **DEFENSE**, this allows for one (**1**) Dugout Coach that must remain **WITHIN** arm's length of the dugout door and three (**3**) additional Coaches that must remain **IN** the dugout or can step off the field if dugout space is limited.

MJ7. All players who are eligible to participate shall be placed in the batting order and bat subsequently.

MJ8. The infield fly rule **WILL** apply.

MJ9. There will only be one (**1**) intentional walk allowed per team, per game. Manager shall inform the Umpire of intent and pitcher will **NOT** be required to throw four (4) balls.

MJ10. There will be no fake bunt and then swing.

NOTE: Contact is **NOT** required; batter is out, ball is dead and runners cannot advance.

MJ11. Will play open bases. Stealing **IS** permitted.

MJ12. Uncaught third strike rule **WILL** apply.

A. Catcher fails to catch the third strike either by dropping it or the ball hits the ground before being caught, and;

B. First base is unoccupied **OR** if there are two (2) outs.

NOTE: Ball **IS** live and other runners **MAY** advance.

MJ13. Repeated attempts by an offensive Coach playing "chicken" or "taunting" between a 3rd base runner and opposing pitcher **OR** catcher will be considered a delay of game tactic. The result **WILL BE** their team being charged with one (1) additional out.

NOTE: The Umpire may use a taunting warning.

MJ14. Batters Helmet:

A. Face mask or C-Flap is **REQUIRED**.

B. Players **REQUIRED** to provide their own helmet for personal hygiene and safety.

C. There will be one **(1)** warning per team for a runner removing their helmet while on deck, at bat, on the bases or base paths, while the ball is in play or before the Umpire has granted a time out. The **NEXT PLAYER** to remove their helmet will be called out. Interpretation of removing a helmet will be up to the judgment of the Umpire.

MJ15. The slinging of a bat in a fashion that, in the Umpire's judgment, could cause injury to other player's, shall result in the offensive team being **WARNED AT THE FIRST OCCURRENCE** with any further incidents by **ANY BATTER ON THE TEAM** shall result in that batter being called out. Such a play would be a dead ball situation and no runners shall be allowed to advance.

MJ16. Player baserunning safety and sliding:

A. Managers should coach offensive players to always attempt to avoid collisions on the base path. Whenever a play is evident the rule should be slide, give up, go around or avoid contact.

NOTE: When double first bases are present, the batter-runner should use the colored base on an initial play at first base unless a fielder is drawn into foul territory to receive a dropped third strike, in which case, the batter-runner would use the white portion of the base. Once the batter-runner reaches first base, the batter-runner must always return to the white base, including when leading off, returning on a pick-off attempt or tagging up on a fly ball. Any improper use of the base **AND** collision will result in an obstruction (fielder) or interference (runner) call.

B. Head-first slide is **NOT ALLOWED** when **ADVANCING** to any base and feet-first slide is **NOT ALLOWED** when **ADVANCING** to **FIRST** base. When this occurs, the **RUNNER** will be called **OUT**, ball **IS** live, and other runners **MAY** advance. **EACH TEAM** will be issued a warning that any subsequent runners on **EITHER TEAM** that slide, as explained above, will be called out **AND** ejected from the game.

NOTE: Head-first slide is **ALLOWED** when a player is **RETURNING** to any base.

MJ17. Courtesy runner for Catcher of record at any time **OTHER THAN** the 6th inning:

A. Last batted out will be runner, or:

B. In case of no out in the 1st inning, the last batter in the order will be the runner.

MJ18. Teams will play a **MAXIMUM** of nine (9) players during the inning, with three (3) outfielders. The remaining roster players will sit in the dugout. Players **WILL NOT** sit two (2) continuous innings, **UNLESS** the player is injured or circumstances exist outside of the Managers control.

MJ19. Free defensive substitutions are permitted provided that minimum play requirements are met.

MJ20. Balk **WILL** be called with one (1) TEAM warning for first occurrence. **ALL** others enforced:

A. Immediate dead ball, and:

B. Runner(s) awarded one (1) base.

MJ21. Once a Pitcher has completed their warm-up on the mound they **MUST** face at least one (1) batter to the completion of that plate appearance.

MJ22. Coaches are allowed three (3) mound visits. After the 3rd mound visit the Coach must remove and replace the Pitcher.

MJ23. A pitcher must be removed from the pitcher position **IF** they hit a batter three (3) times in a single **INNING** or four (4) times in a single **GAME**.

MJ24. A Pitcher who is removed from the mound, whether due to reaching the maximum pitch count, a Manager's decision, or injury **CANNOT** return to pitch in that game.

MJ25. Pitch Count Rules:

A. Pitch count/rest requirements **PER** day:

- a. 1 - 44 pitches: **NO** rest required
- b. 45 - 59 pitches: One (1) day rest (24 hours)
- c. 60 + pitches: Two (2) days rest (48 hours)

B. Pitcher may throw **no more than** seventy (70) pitches per **DAY** and **no more than** one hundred (100) pitches per **WEEK**. If a pitcher reaches his maximum pitch count, he will be **ALLOWED** to complete the at-bat of the hitter he is facing.

NOTE: A pitching week **IS** considered Sunday 12:00 AM thru Saturday 11:59 PM. Weekly pitches are reset at that point, but the daily pitch count rest chart **OVERRIDES** the change of week.

(Example; if a player pitches sixty (60) pitches on Saturday, their next available day to pitch would be Tuesday due to the two (2) days of rest on the daily rest chart).

C. If a player plays the position of Catcher prior to pitching in the same game, then the Player's pitch count must be limited to forty-five (45) pitches for that game.

D. Any pitcher delivering forty-five (45) or more pitches in a game will **NOT** be allowed to play the position of Catcher for the remainder of that game.