



Major/Triple A Baseball League Rules

Syracuse City

1. Game Format -

- A. All Playing Rules will be those under the current National Federation of State High School (NFHS) rules. This applies to gameplay only and does not include administrative procedures or actions. Amended Syracuse Parks & Recreation Youth Baseball & Softball playing rules are as follows:
- B. Games will consist of 6 innings or time. No new inning can begin after 75 minutes; teams will finish the inning. The drop-dead time will be 90 minutes. Once 90 minutes have been reached the game will end. If the home team is ahead, they WIN, if the visitor is ahead at that time, reverse back to the previous inning. If the game was a tie at the point, then the game would end in a tie.
- C. Tournament Play Only: Games that are tied at the end of regulation will be resolved with a tiebreaker. The tiebreaker will start with one out and a runner on first and second base (the last two outs).
- D. Tournament seeding will be based on more than just win/loss records, if teams have the same record the tiebreaker will be head-to-head.
- E. An inning or half-inning ends either when a team gets three outs or reaches 7 runs. This is a “hard” seven runs meaning only 7 runs will count that inning.
- F. The first team listed on the schedule is the home team and is always on the third base side.

2. Equipment -

- A. Equipment such as balls, batting helmets, and bats will be provided by the Syracuse Parks and Recreation Department.
- B. Catchers MUST wear a NOCSAE-approved face mask with a helmet, protective cup, chest protector, and shin guards.
- C. Batters, on-deck hitters, and base runners will be required to wear batting helmets.
- D. Players are allowed to use their own equipment.
 - a. Players are permitted to use bats that are certified under USA Bat standard and no larger than a 2 5/8” barrel.
- E. **No Metal cleats allowed.**

3. Players -

- A. A minimum of eight players constitutes a team. If a team cannot field a minimum of eight players by 10 minutes after the scheduled game time, the team will forfeit the game. The 10-minute grace period will be taken from the game time.
- B. Free substitutions are permitted. Exception: Players must play the entire inning defensively unless injured.
- C. No player will sit out 2 consecutive innings, defensively, unless injured.
- D. The batting order consists of ALL team members present, each batting in the same rotation throughout the game.
- E. All players who are not playing defense, batting on deck, or base running must remain in the dugout.
- F. After starting the game teams can drop down to a minimum of 7 players due to injury. It will be considered an out once those players come up to bat and can end the inning if it is the third out.
- G. If a team drops to 6 players, the game will be considered a forfeit.
- H. Teams will play with 9 players defensively.

4. Base Runners -

- A. **Stealing** - Base Runners may not leave the base until the ball crosses home plate (penalty: Dead Ball, the base runner will be called out)
- B. **Advancing to home**- Base runners will not be allowed to advance home on a passed ball or wild pitch by the pitcher, they will be able to advance home on any other play. (**Triple A League only**)
- C. There is no 3rd strike rule in this league. The batter is out on a dropped 3rd strike.
- D. Speed up Rule – with two outs, running for the catcher is allowed but must be for the catcher from the previous inning. It is recommended, but not required. The substituted runner shall be the last player on the team to make a batted out. The intent is to reduce the delay between innings when the catcher needs to put on their equipment after being on the bases.

Note: If the team decides not to use the speed-up rule, it is suggested that they have either a coach or substitute from the bench (the substitute must wear a catcher’s mask) warm the pitcher while the catcher is putting



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on their equipment.

5. Pitching –

- A. Pitchers in either of these leagues must adhere to the following rest requirements:
 - a. If a player pitches **66** or more pitches in a day, four (4) calendar days of rest must be observed.
 - b. If a player pitches **51-65** pitches in a day, three (3) calendar days of rest must be observed.
 - c. If a player pitches **36-50** pitches in a day, two (2) calendar days of rest must be observed.
 - d. If a player pitches **21-35** pitches in a day, one (1) calendar day of rest must be observed.
 - e. If a player pitches **1-20** pitches in a day, no (0) calendar day of rest is required.
 - f. If a player reaches **75** pitches in a day, then that player must be removed from the game as a pitcher.
Exception: If a pitcher reaches the 75-pitch limit while facing a batter, the pitcher is allowed to finish pitching during that at-bat.
- B. A player once removed as a pitcher, may re-enter only once as a pitcher but may continue to play any other position.
- C. Violation of any section of this regulation can result in a protest of the game in which it occurs.
 - a. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation. Officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
 - b. If the pitcher eligibility issue should arise the head official or supervisor will make the final decision on the field at that time.
- D. It is a balk when-
 - a. The pitcher, while touching the rubber, makes any motion naturally associated with his pitch and fails to make a delivery.
 - b. The pitcher, while touching the rubber fakes a throw to any base and then fails to complete the throw.
 - c. The pitcher, while touching the rubber, fails to step directly toward a base before throwing to that base.
 - d. The pitcher makes a motion naturally associated with his pitch while he is not touching the pitcher's rubber.
 - e. The pitcher, while touching the rubber, accidentally or intentionally drops the ball.
 - i. **BALK PENALTY** – When no baserunners are on, the ball is dead; the batter will be awarded a **BALL**. With baserunners on, every baserunner advances one base from the time of the pitch.

6. Coaches -

- A. One coach is permitted in each coach's box. All other coaches must remain in the dugout.
- B. If there could be intentional or malicious contact at any base, the runner must slide or avoid the fielder.
- C. If the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or if he maliciously runs into the fielder, then that runner is automatically out.
- D. All players present will bat. Any kids who are late will be added to the end of the line-up, regardless of where the team is at in their line-up.
- E. Any violation, or misinterpretation, of a rule (not a judgment call) must be brought to the attention of the umpire **BEFORE THE NEXT PITCH**. If the umpire cannot solve the problem the Field Supervisor will make the final ruling on the play/rule in question.
- F. Conferences:
 - a. Defensive Conference- Each team, when on defense will be allowed one free conference with a coach per inning, any subsequent conference requires substituting the pitcher.\
 - b. Offensive Conference- Each team, when on offense will be allowed one conference per inning.

7. Playing Field:

- A. Bases will be set at 60 feet for Triple-A and 70 feet for Majors.
- B. Pitching distance for **Triple A League** will be set at 44'.
- C. Pitching distance for **Major League** will be set at 48'.