

# FTRL 2010 Major League Rules

## General League Rules

1. Major league games consist of six innings per game. Each team receives three outs per inning.
  - 1.1. The decision to cancel games due to inclement weather; will be solely the decision of the league President.
    - 1.1.1. In the event the President is unavailable to render a decision on game impacted by the weather, then the Vice-President will be charged with that duty, followed by the Head of Grounds, and finally the Player Agent.
  - 1.2. In the event that lightning is present 20 minutes prior to or during games, then all games will be cancelled immediately. Any game not completed will be rescheduled for another night.
  - 1.3. All games that have begun and been delayed more than 20 minutes due to weather, will be cancelled and if not completed, and will be rescheduled for another night.
  - 1.4. A game will be considered complete if three (3) full innings have been played.
  - 1.5. If the game goes over three (3) innings and then is cancelled, the score as of the last full inning completed will be official.
  - 1.6. There will be a 2 hour time limit on all games.
2. Spectators and players must be kept clear of the backstop area during the game.
3. Hitting baseballs into the backstop is strictly prohibited.
4. Players must wear a helmet for during all Major League games.
5. The use of hitting sticks on any diamond is strictly prohibited.
6. The use of profanity, verbal or physical abuse, or any manner of the threat of physical violence will not be tolerated anywhere on the grounds at Thompson Crossing by a parent, a family member, a friend of the player, or the player.
  - 6.1. Any individual(s) engaging in such behavior will be asked to leave immediately.
    - 6.1.1. Any further instances of such behavior over the course of the season will result in a permanent ban and/or police intervention.
  - 6.2. If multiple instances of prohibited behavior occur during the same game, the game will end and all parties dismissed.
7. Any injury to a player will result in an immediate stoppage of the game. Once the player is able to continue or has been safely removed from the field, the game will resume. Any injuries that require medical treatment must be reported to a Board Member immediately.
8. A player must be registered in the league in order to play.
  - 8.1. Substitutions to fill in for someone that will be absent will not be permitted or tolerated.
  - 8.2. Any team caught doing this will have their Manager suspended for the remainder of the season and the game will be considered a forfeit.
9. If scheduled parent(s) for your team is scheduled to work in the concession stand and does not show up, **your Team Manager will be suspended for the next game.** All parents need to help with their teams including Concession Stand Duty. Please schedule your concession times accordingly to insure you will show up.

## **Pre-game**

10. There will be no batting practice before any games, this includes playoff games. Even if the field is not or will not be used for that day.
  - 10.1. The time before games is to be used by the scheduled teams that play to have infield and pitching practice ONLY.
11. Warm-up throws will be in the outfield.
  - 11.1. Home team will stand on the 3<sup>rd</sup> base foul line and throw toward center field.
  - 11.2. Visitors will line up on the 1<sup>st</sup> base line and throw toward center field.
  - 11.3. Pitcher's will be allowed no more than 10 warm up pitches from the mound before the game begins.

## **Offense Rules**

12. The team that is up to bat, must wear helmets at all times and sit in the team's designated dugout area.
13. Practice swings can only be taken at home plate prior to the hitter's official at-bat.
14. Any player arriving after the first pitch of the game must be placed at the end of the line up.
  - 14.1. Any player arriving after all have batted will be inserted at the end of the lineup
  - 14.2. Any player arriving after the third (3<sup>rd</sup>) inning will not be allowed to play for that game.
15. Coach Pitch
  - 15.1. Coaches will pitch to their own team.
  - 15.2. Coaches must pitch overhand with one foot on the pitcher's rubber at the start of their delivery.
  - 15.3. Underhand pitches are not allowed in the Majors Division.
    - 15.3.1. Unless arranged prior to the beginning of the game by the managers for lesser skilled players.
16. The designated scorekeeper for each team will reconcile all runs at the conclusion of each half inning.
  - 16.1. The scorekeeper must inform the umpire and managers when the pitch limit has been reached by a pitcher.
17. Strikeouts
  - 17.1. Strikeouts are any combination of three (3) strikes that have occurred by any of the following events:
    - 17.1.1. A foul ball
      - 17.1.1.1. A foul ball is defined as a pitched ball struck by the bat, whether swung at or not, and does not cross into the field of play
      - 17.1.1.2. A pitched ball that is hit by a bat and makes contact with the batter while still in the batters box will be called "foul" regardless if the ball advances into the field of play
      - 17.1.1.3. No player can strike out on a foul ball after the first two (2) strikes have been established

- 17.1.2. An "attempted swing" or "complete swing" at a pitch that results in no contact
  - 17.1.2.1. An "attempted swing" is defined as: the forward movement of the bat by a batter that breaks the plain of the first baseline or third baseline
  - 17.1.2.2. A "complete swing" is defined as: a full swing at a pitch with a completed follow through with the bat
- 18. A batter being pitched to by a coach will be allowed seven (7) pitches. A batter will be called out after three (3) strikes or seven (7) pitches, unless the seventh pitch is a foul ball.
  - 18.1. Foul balls count as a pitch except on the seventh (7<sup>th</sup>) pitch.
- 19. Base Runners must stay within one (1) foot on either side of the base line when advancing to the next base.
  - 19.1. If a base runner exceeds this limit in an attempt to avoid being tagged out by a defensive player, that base runner will be automatically called out.
- 20. Bunting is not permitted.
- 21. If, in the eyes of the Umpire, a batter throws a bat in a manner that may endanger a spectator or player, a warning will be issued.
  - 21.1. A previously warned player throwing the bat again in such a manner will be called out and a dead ball will be declared with no advancement of the base runners.
- 22. Sliding at first base and head-first slides at any base will not be allowed.
  - 22.1. The first instance will result in a warning to the player, after the play has been stopped. The next incident will result in the player being called out and play will be stopped.
- 23. The offensive team will have base coaches at first and third base.
  - 23.1. Base coaches may not (by physical touch) control a runner's progress on the base paths.
  - 23.2. A player will be called out, if the coach touches the player in an attempt to gain a competitive advantage.
  - 23.3. If a base coach interferes with a hit ball in the field of play during play (in either fair or foul territory) the batter will be called out.
  - 23.4. If a base coach interferes with a thrown ball, either in play or overthrown, play will stop and all runners will be awarded the base they were either returning to or advancing to.
- 24. Base stealing is not permitted since runners must remain on base until the ball is hit.
- 25. One (1) additional base is awarded on an overthrow if the ball goes out of the field of play.
  - 25.1. The "Field of Play" will be defined as any territory in fair or foul ground that is within the fence line from the backstop down through the outfield.
    - 25.1.1. The umpire will make the determination as to whether the ball is still live or will call time if the ball does leave the "Field of Play"
  - 25.2. The runner(s) will be awarded the base they were running to PLUS one (1) extra base if the ball leaves the "Field of Play".
  - 25.3. If the ball remains in the "Field of Play" due to a missed catch or overthrown ball, the ball will be considered live and the runners may advance until the lead runner's progress is stopped.
- 26. Tie goes to the runner.

27. There will be a five (5) run limit per inning with the last inning being limited to eight (8) runs.
28. After the 4<sup>th</sup> inning, there will be a "Mercy" Rule put into affect. If a team is down by more than 13 runs after completion of the 4<sup>th</sup> inning, then the game will automatically be called. If a team is down by exactly 13 runs after 4 innings and is unable to score the maximum of 5 runs for the 5<sup>th</sup> inning, then the game will be called after that half-inning. If a team is down by more than 8 runs after completion of the 5<sup>th</sup> inning, then the game will automatically be called.
29. Runs scored by each team must be compared by the score-keepers at the end of each inning.

### **Defense Rules**

30. There will be only two (2) defensive coaches allowed on the field at any one time. Both must be positioned in the outfield.
31. All defensive coaches must make every effort to avoid contact with a live ball or interfering with the players in the field.
  - 31.1. If a coach accidentally comes in contact with a live ball, play will not stop but will continue until the lead runner is stopped and time has been called.
  - 31.2. If a defensive coach intentionally interferes with a live ball, play will be stopped, the coach will be warned and all runners will be awarded the base they were returning to or advancing too plus one additional base.
32. Managers are not permitted in the field of play during the game except for the following reasons:
  - 32.1. To check on an injured player
  - 32.2. To make pitching changes
  - 32.3. To inform the umpire and the manager of the opposing team of any lineup changes
  - 32.4. To discuss a ruling on the field with the umpire
33. All pitcher helpers MUST wear a league-provided helmet with mask and chest protector and must stand behind the pitcher's rubber with at least one foot in the pitcher's circle.
34. Infield fly does not apply in this league.
35. The infield shall consist of six (6) positions only (pitcher's helper, catcher, first, second, third basemen, and short stop); all other defenders shall play in the outfield.
36. Time will be called when the Pitchers Helper has full control of the ball and they in turn raise both hands and ask for "Time". Any player attempting to advance and has not yet passed the designated half way point between the bases, will be sent back to their previous base. Any runner passing the designated half way point between bases will be allowed to continue on to the next base.
37. Outfielders will not be allowed to make unassisted plays in the infield unless they are charging a hit ball that carries them into the infield.
38. Infielders may not play in front of the imaginary line running from third base to first base until the ball is hit.
39. Catchers must begin each pitch in a Catcher's crouch position.

39.1. If a catcher makes a play on a hit ball from a standing position resulting in an "out", the play will instead be called a "Foul Ball" and the batter will continue with their "At Bat"

39.2. If a catcher is in a crouched position and makes a play on a hit ball resulting in an "out", that batter will be called "out" ending their "At Bat"

40. Managers of the defensive team must tell their infielders to play either in front of or behind the base paths, not on the base lines.

41. Umpire's decisions are final.

**ALL RULES ARE THE FINAL DECISION OF THE BOARD. THE BOARD MAY AMEND OR ADD RULES AS NEEDED.**