

# Rules for Majors Division

Agreed upon by Chili Youth Baseball and Scottsville Baseball

1. Each game will consist of 6 innings. In the event of rain or factors preventing the playing of 6 full innings, 4 complete innings (3½ if the home team is ahead) will constitute an official game.
2. No inning will start after 8:00 pm, except if it is a game being played under the lights. An inning starts the moment the third out is made, completing the preceding inning.
3. Batter **hit by a pitched ball** gets to take first base.
4. Bases will be 70' apart and the pitching rubber will be 46' from home plate.
5. 5 run limit per inning – no limit in the last inning played unless the score gap is 10 runs or more. Coaches can agree to end a game after 4 innings if it is a blowout. The focus should be on player safety and player morale.
6. 3 strikes = an out.
7. There are no BALKS at this level.
8. There are walks in the Majors Division (NO intentional walks). If a pitcher throws 4 balls the batter will be awarded first base
9. Any pitcher who hits 2 batters in one inning must be removed as pitcher and cannot pitch again in that game.  
Note: the batter must make an attempt to get out of the way (at the umpire's discretion).
10. A pitcher removed from the pitching position may not pitch again in that game.
11. Infield fly will be in use.
12. Bunting is allowed.
13. There is no leading off in this division.
14. Stealing is allowed. A base runner must maintain contact with the base until a pitched ball has reached the batter. In the event a runner leaves the base early (prior to a pitched ball reaching the batter), play is dead, no pitch is declared, the runner returns to the base and a TEAM warning is issued. After a team has been warned, if another base runner leaves early, play is dead, no pitch is declared, and the base runner is OUT. Stealing is NOT allowed on a ball thrown back to the pitcher. When stealing any base, runner must slide feet first (No head-first dives) if a play is being made at the base they are stealing. Headfirst dives are allowed if diving back to the base the runner currently is occupying.
15. On a play NOT involving a stolen base attempt, there is no must slide rule, so a runner need not slide into a base where there is no play, but runners must try to avoid contact and will be called if they do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The runner will also be called out if they try to interfere with the defense in any way.

16. Each team will field 9 players if possible. It is ok to play short, but a team needs a minimum of 8 players for a legal lineup. If a team has less than 8 players on the day of the game, that team will lose the game by forfeit. Teams are still encouraged to play the game for the enjoyment of all players. If a coach knows that they will not be able to field 8 players for an upcoming game, then that coach should attempt to reschedule the game accordingly with the opposing coach and with the approval of the Division Director.
17. Dropped third strike – on a called or missed third strike, the **ball is dead, and the batter is out.**
18. Standard rules are in play for overthrows (live ball until time is called by the umpire).
  - If the field has a fence that goes along the side of the playing field (example Memorial 3, Memorial 5, or Johnson Park), then if the ball hits the fence, it is a LIVE BALL. If the ball goes over or under the fence, it is a DEAD BALL.
  - If the field does not have a fence that goes along the side of the playing field (example Davis 4 or Davis 8), then the “imaginary” fence line will be the same plane as the existing dugout fence. The Home Coach playing on this type field will mark the “imaginary” line with Orange Cones. Umpire will use his/her discretion in making live or dead ball calls.
  - ONLY 1 base will be awarded to the runner who is part of the overthrow play (resulting in a DEAD BALL call by umpire) unless the awarding of the base causes a force situation for the other runners to move up as well.
19. Teams have one week to reschedule postponed games. If a date cannot be agreed upon, then the original team who postponed takes the loss. Any rescheduling of games needs to include the Division Director. Please be sure that you check with the Division Director for field availability and coordination of getting an umpire assigned to the game.
20. Players may play the same position for no more than 3 innings in a single game (Except pitchers, they are only allowed to pitch 3 innings). Coaches are encouraged to move players from infield and outfield so they can gain experience at all positions.
21. Each team is responsible for keeping an accurate score book of each game. This will include game scores, batting stats and pitching stats (including pitch counts) for each player on their own team. The coach can assign a parent volunteer, or an assistant coach to keep the scorebook during the game.
22. At the conclusion of each game score keepers from each team must meet and compare scores to ensure proper reporting of each final score.
23. All game scores and player stats must be reported on Sports Engine within 24 hours of the completion of the game.
24. Standings will be kept for each team; they will be used for division seeding in playoffs.