**(11/12 YEAR OLDS) MAJOR LEAGUE RULES**

**A. FIELD DIMENSIONS**

1. BASE PATH DISTANCE: 65 FEET

2. PITCHER'S MOUND TO HOME PLATE: 50 FEET 6 INCHES

**B. GAME RULES**

A REGULATION GAME WILL CONSIST OF SEVEN (7) INNINGS. A TIE GAME AFTER SEVEN COMPLETE INNINGS CAN CONTINUE IF WEATHER AND DAYLIGHT PERMIT, AND IF TIME ALLOWS CONTINUATION. **ALL** GAMES WILL HAVE A TWO (2) HOUR TIME LIMIT. NO NEW INNINGS CAN BE STARTED AFTER ONE (1) HOUR AND FIFTY (50) MINUTES ON A SCHEDULED 2-HOUR GAME.

• NEW MAXIMUM 8 RUN PER INNING RUN RULE.

1. GAMES HALTED SHORT OF 4 ½ COMPLETE INNINGS PLAYED DUE TO WEATHER OR DARKNESS WILL BE RESCHEDULED AND RE-STARTED AT THE EXACT PLACE WHERE THE GAME HAD LEFT OFF PRIOR TO BEING HALTED.

2. IN THE EVENT A GAME MUST BE "CALLED" DUE TO SUDDEN INCLEMENT WEATHER OR DARKNESS, AS DETERMINED BY THE HEAD UMPIRE, IT SHALL BE CONSIDERED AN OFFICIAL GAME IF FIVE (5) INNINGS ARE COMPLETED (FOUR AND ONE HALF [4-1/2] INNINGS IF THE HOME TEAM IS AHEAD). IF A GAME IS CALLED DUE TO TIME LIMIT, THE GAME WILL BE CONSIDERED AN OFFICIAL GAME, REGARDLESS OF INNINGS PLAYED.

3. AN HALF INNING SHALL CONSIST OF THREE (3) PLAYER OUTS.

4. IF AFTER FIVE INNINGS, FOUR AND ONE-HALF (4-1/2) IF THE HOME TEAM IS AHEAD, AND ONE TEAM HAS A LEAD OF 12 RUNS OR MORE, THE TEAM MANAGER OF THE TEAM WITH THE LEAST RUNS MUST CONCEDE THE VICTORY OF THE OPPONENT.

5. EACH TEAM WILL FIELD NINE (9) PLAYERS. A GAME WILL BE FORFEITED IF A TEAM CANNOT FIELD EIGHT (8) PLAYERS AND ONE COACH AT GAME TIME. IF A TEAM CAN ONLY FIELD 8 PLAYERS, **THE 9TH SLOT IN THE ORDER WILL NOT BE RECORDED AS AN OUT.** IF A TEAM STARTS THE GAME WITH 9 OR MORE PLAYERS AND A PLAYER LEAVES THE GAME FOR ANY REASON OTHER THAN INJURY OR ILLNESS, THE BATTERS FOLLOWING THE DEPARTED PLAYER WILL MOVE UP IN THE ORDER 1 SLOT, AND THE LAST SLOT IN THE ORDER WILL BE RECORDED AS AN AUTOMATIC OUT.

6. ALL PLAYERS MUST PLAY A MINIMUM OF 3 INNINGS... THE ONLY EXCEPTIONS ALLOWED ARE AS FOLLOWS:

a.) A PLAYER WHO ARRIVES AFTER THE GAME BEGINS DOES NOT HAVE TO PLAY IN THE GAME; IT WILL BE LEFT TO THE COACHES DISCRETION. b.) A PLAYER BECOMES INJURED OR ILL AND MUST LEAVE THE GAME. c.) A GAME IS POSTPONED OR ENDS EARLY DUE TO INCLEMENT WEATHER, DARKNESS, MAXIMUM RUN RULE, OR TIME LIMIT REACHED.

7. THERE MUST BE A COACH AT FIRST AND THIRD BASE. THEY MUST BE AT LEAST EIGHTEEN (18) YEARS OF AGE AND HAVE PASSED THE STATE OF OHIO CONCUSSION TEST.

8. FREE SUBSTITUTION IN THE FIELD DURING A GAME IS ALLOWED. PINCH RUNNERS ARE NOT ALLOWED UNLESS A BASE RUNNER IS INJURED. TEAMS MAY SUBSTITUTE THEIR CATCHER ONLY WITH 2 OUTS IN AN INNING AND ONLY WITH THE LAST BATTER THAT WAS OUT.

9. THE CATCHER MUST WEAR FULL PROTECTIVE EQUIPMENT, INCLUDING FACE MASK, WHILE RECEIVING A PITCHED BALL. THIS INCLUDES WARM-UP PRACTICE ON AN OFF THE FIELD.

10. THE INFIELD FLY RULE SHALL APPLY. THE INFIELD FLY RULE STATES THAT A BATTER IS OUT WHEN A FAIR BALL CAN BE CAUGHT BY AN INFIELDER WITH ORDINARY EFFORT, WHEN FIRST AND SECOND OR FIRST, SECOND, AND THIRD BASES ARE OCCUPIED, BEFORE TWO OUTS ARE MADE. THE BATTER IS OUT AND THE BALL IS LIVE AND RUNNERS MAY ADVANCE AT THEIR OWN RISK AS A RESULT OF THE BALL BEING CAUGHT AND/OR DROPPED.

11. HOME TEAM WILL BE AT THE FIRST BASE DUGOUT

**METAL CLEATS ARE NOT ALLOWED.**

1. **BOTH TEAMS** ARE RESPONSIBLE FOR REPORTING VIA TEXT MESSAGE THE FINAL SCORE AND ALL OUTS PITCHED BY ALL GAME PITCHERS FROM **BOTH TEAMS** TO THE LEAGUE COMMISSIONER WITHIN 24 HOURS OF THE GAMES COMPLETION. FAILURE TO DO SO WILL RESULT IN A FORFEIT. IF THERE IS A DISCREPANCY BETWEEN THE REPORTS OF BOTH TEAMS AND IT CANNOT BE SETTLED AFTER DISCUSSING IT WITH BOTH COACHES, THE BENEFIT OF THE DOUBT WILL GO TO THE HOME TEAM SCOREKEEPER, WHO IS THE OFFICIAL SCOREKEEPER FOR THE GAME.

2. THE HOME TEAM IS THE FIRST TEAM LISTED ON THE SCHEDULE AND HAS THE DUGOUT ON THE FIRST BASE SIDE OF THE FIELD. THE HOME TEAM (AS MENTIONED ABOVE) IS ALSO THE OFFICIAL SCOREKEEPER. THE VISTING TEAM IS RESPONSIBLE FOR RUNNING THE SCOREBOARD AT GAME TIME.

**C. BASEBALLS**

1. ALL TEAMS MUST USE THE GAME BALLS PROVIDED BY THE LEAGUE COMMISIONER. THE HOME TEAM MUST PROVIDE THE OFFICIAL GAME BALL. THE VISITING TEAM MUST PROVIDE A SUITABLE BYS LEAGUE OFFICIAL BACK-UP BALL. FAILURE TO USE THE OFFICIAL BYS LEAGUE BASEBALL MAY RESULT IN GAME FORFITURE BY THE GUILTY TEAM.

**D. PITCHING AND DEFENSIVE RULES**

1. A PITCHER MAY EITHER USE THE WINDUP OR SET POSITION. BALKS WILL NOT BE ENFORCED.

2. A PITCHER **MAY NOT** RETURN TO THE MOUND AFTER HE HAS BEEN REMOVED FROM THAT POSITION.

3. COACHES MAY VISIT THE PITCHING MOUND TWICE PER PITCHER PER INNING. THE THIRD VISIT WILL REQUIRE THE PITCHER TO BE REMOVED FROM THE MOUND

4. PITCHERS WILL RECEIVE A 3 PITCH WARM UP UNLESS A NEW PITCHER ENTERS THE GAME; HE/SHE WILL RECEIVE 5 PITCHES

5. PITCHING WEEK RUNS FROM MONDAY TO SUNDAY. PICHERS MY NOT GO OVER 21 OUTS (7 INNINGS) IN A WEEK. GOING OVER THE OUTS LIMIT WILL RESULT IN GAME FORFITURE AND DISCIPLENARY ACTION FROM THE LEAGUE COMMISIONER. REPEATED OFFENCES WILL LEAD TO PLAYER AND COACH SUSPENSION.

6. A PITCHER THAT PITCHES 0-12 OUTS WILL BE REQUIRED TO HAVE ONE DAY REST BEFORE PITCHING AGAIN.

7. A PITCHER THAT PITCHES 13-21 OUTS WILL BE REQUIRED TO HAVE TWO DAYS REST BEFORE PITCHING AGAIN.

8. WHEN THE WEEK RESETS ON MONDAY, ONLY THE TOTAL OUT PER WEEK RESETS. THE PLAYER MUST STILL OBSERVE THE REST PERIOD, IF THEY PITCHED ON SATURDAY OR SUNDAY.

9. IN A DOUBLE/TRIPLE PLAY SITUATION ALL OUTS WILL BE CHARGED TO THE PITCHER ON THE MOUND. THE PITCHER AND TEAM WILL NOT BE PENALIZED IF THE PLAY PUSHES THE PITCHER BEYOND HIS/HER AVAILABLE OUTS LEFT TO PITCH BUT MUST BE REMOVED FROM THE GAME IMMEDIATLEY IF THE PLAY CONSUMES THE BALANCE OF THE PITCHERS’ AVAILABLE OUTS.

10. ANY DEFENSIVE PLAYER HAS THE RIGHT TO BLOCK A BASE OR HOME PLATE IF THE FIELDER HAS THE BALL IN HIS POSSESSION. HOWEVER, IF A FIELDER ATTEMPTS TO BLOCK A BASE OR HOME PLATE AND DOES NOT HAVE POSSESSION OF THE BALL, THE FIELDER WILL BE CALLED FOR OBSTRUCTION AND THE RUNNER SHALL BE CALLED SAFE.

11. INTENTIONAL WALK: THE DEFENSIVE TEAM WILL BE ALLOWED ONE (1) INTENTIONAL WALK PER GAME. THE DEFENSIVE MANAGER OR HEAD COACH WILL INFORM THE HOME PLATE UMPIRE. FIRST BASE WILL BE AWARDED TO THE BATTER WITHOUT A PITCH BEING THROWN.

**E. BATTER'S RULES**

1. ALL PLAYERS SHALL BAT IN A PRE-DETERMINED ORDER EVEN THOUGH NOT IN THE FIELD LINEUP AT THE TIME. A PLAYER ARRIVING LATE SHALL BE PLACED AT THE BOTTOM OF THE BATTING ORDER.

2. ONLY APPROVED LITTLE LEAGUE BATS ARE PERMITTED. BATS MAY NOT BE MORE THAN 33 INCHES IN LENGTH AND NOT MORE THAN 2-5/8 INCH DIAMETER. ANY ILLEGAL BAT MUST BE REMOVED FROM THE GAME

IMMEDIATLEY. NO SOFTBALL BATS: THEY MUST BE APPROVED FOR BASEBALL (LITTLE LEAGUE, T-BALL, ETC.) USE ONLY. ONE PIECE - 100% ALUMINUM CONSTRUCTION OR WOOD. NO 2 PIECE BAST AND NO COMPOSITE BATS ALLOWED. USSSA OR USA CERTIFIED STAMP ON BATS.

3. ALL PLAYERS MUST WEAR PROTECTIVE HEAD GEAR WITH A SECURED CHIN STRAP IF THE HELMUT REQUIRES ONE WHILE AT BAT AND ON THE BASES.

4. BASE RUNNERS MAY NOT LEAD OFF BASE. THEY MUST STAY ON THE BASE UNTIL THE BALL PASSES HOME PLATE. AT THE TIME, THE BALL PASSES HOME PLATE THE RUNNER MAY STEAL AT HIS OWN RISK. IF A RUNNER LEAVES THE BASE EARLY IN HIS ATTEMPT TO STEAL, HE WILL BE CALLED OUT. STEALING WHILE THE PITCHER HAS THE BALL **AND** IS STANDING ON THE PITCHING RUBBER OR IS IN THE PITCHING MOTION IS NOT PERMITTED.

5. BASRUNNERS ARE PERMITTED TO USE THE ORANGE “SAFETY BASE” LOCATED AT FIRST BASE AS WELL AS THE NORMAL WHITE FIRST BASE. HOWEVER, FIELDERS ARE ONLY ALLOWED TO USE THE NORMAL WHITEFIRST BASE DEFENSIVELY: THEY MAY NOT USE THE ORANGE SAFETY BASE. IF A FIELDER USES THE ORANGE SAFETY BASE FOR DEFENSIVE PURPOSES, THE RUNNER SHALL BE CALLED SAFE AND AWARDED FIRST BASE.

6. HEADFIRST SLIDING WILL NOT BE PERMITTED INTO ANY BASE. A PLAYER WILL BE CALLED OUT IF THE PLAYER HEADFIRST SLIDES INTO A BASE. HOWEVER, A BASE RUNNER IS PERMITTED TO "DIVE" BACK TO THE BASE ONLY IF THE RUNNER IS WITHIN A REASONABLE SHORT DISTANCE TO THE BASE HE IS RETURNING TO. THIS WILL BE AT THE UMPIRE’S DISCRETION.

7. THE BATTER MAY **NOT** PROCEED TO FIRST BASE ON A DROPPED THIRD STRIKE.

8. ONLY BAT DONUTS OR WEIGHTED BAT SLEEVES MAY BE USED FOR BATTER WARMUPS. NO SWINGS OF ANY KIND WULL BE PERMITTED.

9. BATTING OUT OF ORDER: ANY PLAYER WHO BATS OUT OF THE ORDER GIVEN TO THE SCOREKEEPERS BEFORE THE START OF THE GAME WILL BE CALLED OUT **IF** THE INFRACTION IS DISCOVERED BEFORE THE FIRST PITCH TO THE NEXT BATTER. ALL RUNNERS SHALL RETURN TO THE BASE THEY OCCUPIED BEFORE THE ILLEGAL AT-BAT. HOWEVER, IF A BATTER BATS OUT OF ORDER BUT IS FOUND TO DO SO **BEFORE** HE REACHES BASE MAY BE REPLACED WITH THE CORRECT BATTER, AND THE CORRECT BATTER WILL ASSUME THE CURRENT BALL/STRIKE COUNT. IF A PLAYER BATS OUT OF ORDER, REACHES BASE, AND ONE OR MORE PITCHES HAVE BEEN THROWN TO THE NEXT BATTER, THE OUT OF TURN BATTER MAY **NOT** BE CALLED OUT, AND PLAY SHALL CONTINUE AS NORMAL.

10. THERE IS NO “SLIDE OR GIVE UP” RULE. HOWEVER, IF A RUNNER ELECTS TO SLIDE, THEY MUST SLIDE LEGALLY (FEET FIRST) INTO A BASE OR HOME PLATE WITH NO MALICIOUS CONTACT. SOME EXAMPLES OF MALICIOUS CONTACT ARE USING ONE, OR BOTH FOREARMS, A KNEE, OR A PUSH

WHERE THE HANDS ARE EXTENDED TO KNOCK THE CATCHER DOWN. IF ANY MALICIOUS CONTACT OCCURS, THE RUNNER SHALL BE CALLED OUT AND IMMEDIATELY EJECTED FOR THE REMAINDER OF THE GAME. MALICIOUS CONTACT IS DECIDED AT THE UMPIRES DISCRETION.

**F. GAME PROTESTS**

1. IN CONJUNCTION WITH OHIO SCHOLASTIC BASEBALL RULES AND REGULATIONS, BYS SPORTS WILL NOT ALLOW PROTEST OF ANY GAMES UNDER ANY CIRCUMSTANCES.

**G. PLAYER SELECTION AND DRAFT PROCESS**

1. ALL BROTHERS/SISTERS WILL AUTOMATICALLY BE ADDED TO THE ROSTER OF THE SIBLINGS TEAM.

2. TEAMS WILL RECEIVE BEFORE THE DRAFT:

a. THE CURRENT APPROPRIATE LIST OF RETURNING PLAYERS TO THEIR TEAM ROSTER.

b. THE SPECIFIC NUMBER OF 11 AND 12 YEAR OLD SELECTIONS THEIR TEAM MAY DRAFT. (TO MAINTAIN AS MUCH AGE BALANCE ON EACH TEAM AS POSSIBLE.)

c. TEAM DRAFT SELECTION ORDER, WHICH WILL BE BASED ON THE PREVIOUS YEARS FINAL RECORD AT SEASONS COMPLETION. TEAMS WILL DRAFT IN THE REVERSE ORDER OF HOW THEY FINISHED THE REGULAR SEASON. HOWEVER, ALL NEW TEAMS WITHOUT A

PREVIOUS SEASON HISTORY WILL DRAFT 1st, 2nd AND SO ON. A COIN FLIP WILL DETERMINE WHAT ORDER THEY MAY BE IN SHOULD A TIE EXIST.

3. NO TRADES OF PLAYERS MAY TAKE PLACE AT ANY TIME.

4. ALL TEAMS MAY BE ASSIGNED ADDITIONAL PLAYERS BY THE LEAGUE COMMISSIONER AFTER DRAFT COMPLETION IF NECESSARY. TEAMS WILL BE ASSIGNED PLAYERS BY NEED IN THE CASE OF SOME TEAMS HAVING LESS PLAYERS THAN OTHERS, OR IN THE CASE OF ALL TEAMS HAVING AN EQUAL AMOUNT OF PLAYERS, PLAYERS WILL BE ADDED BY DRAFT ORDER.

**H. FINAL SEASON TOURNAMENT**

1. A DOUBLE ELIMINATION TOURNAMENT WILL BEGIN IMMEDIATELY FOLLOWING THE SEASON’S FINAL GAME. ALL TEAMS WILL PARTICAPATE AND WILL BE SEEDED BY THEIR FINAL SEASON WINNING PERCENTAGE. HEAD TO HEAD COMPETITION WILL BE THE TIE BREAKER. A COIN FLIP WILL DETERMINE SEED IF HEAD TO HEAD PLAY CANNOT.

2. PITCHING PARAMETERS WILL REMAIN EXACTLY THE SAME FOR DAYS REST. OUTS PITCHED WILL BE EXPANDED TO 27 OUTS PER WEEK.

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