



Major BASEBALL

(Playing Age: Major 11-12)

****Play will conform to the requirements of the Cal Ripken rulebook, and as modified by these supplemental park rules.****

Please see Park rules for ejection rules.

Pre Game rules:

- 1.1 At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Do not place any team logos on the official game ball.
- 1.2 A game cannot begin with less than 8 players on the team. Game time will be determined by the Head Umpire, to the closest time possible to the scheduled game time. There will be a fifteen-minute grace period for all games for lack of enough players. If one team has less than 8 players, the game will be treated as a forfeit. Only up to 2 players may be picked up from MNR10, but it **MUST** be approved by the League Director and/or the Baseball Director. The player(s) must bat last in the line-up and can only play in the outfield. If you only have 8 players, the 9th position will be an automatic out. You cannot just grab a player on your own.
- 1.3 The Game Changer App can be an official scorebook. If there is an official protest, the game information **MUST** be exported. It must be sent and received by the Baseball Director and Umpire in Charge before the next pitch.
- 1.4 Between innings shall not be greater than 2 minutes. When the catcher is on base, the coach is encouraged to use a courtesy runner to help keep the game moving. This courtesy runner can be used with 1 or more outs. If an alternate catcher is used to warm up a pitcher between innings, that catcher must be properly equipped per league rules for catchers. **To use courtesy runners in the first inning, coaches must inform opposing coach at the plate meeting who their starting pitcher and catcher is for the game.**
- 1.5 Each coach is responsible for preparing a lineup for the opposing coach/team and having their team ready to play at the predetermined start time.
- 1.6 All players on the roster shall bat. The batting order shall be turned in on the roster to the opposing coach. If a player arrives late, he may be placed in his rostered place if it has not come up. If said player arrived after his rostered place in the lineup, he must be placed in the order as the last batter.
- 1.7 The defensive team may play 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
- 1.8 There shall be no warm ups in the infield on game days, this includes the Batter's Box and pitching mound. Warm ups will be conducted in the outfield.
- 1.9 The Board of Directors of MJ League, Inc. recommends that all male players be equipped with a protective cup prior to each game and practice.
- 1.10 The base paths in Major 11/12 shall be 70 feet. The pitching rubber will be placed at 50 feet. Pitching and catching records must be completed by both Head Coaches and emailed to their League Director at the end of their game. The home team will report to

both coaches, the official pitch count at the end of each half inning. Coaches are required to have their pitch count book at the field during the game.

- 1.11 The Home Team will occupy the third base dugout and the visiting team will occupy the first base dugout.
- 1.12 All players must play every other inning. No player shall set the bench for two consecutive innings.

In Game rules: General

- 2.1 All games will be a minimum of 3 innings, but an inning cannot start after 1:20. An inning shall be completed if it begins before the time expiration. A new inning begins immediately upon the third out of the Home Team at bat. The home team is responsible for keeping the official scorebook and shall occupy the third base dugout. Complete game is 6 innings. No children under 12 are allowed to operate the scoreboard.
- 2.2 "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements. In kid pitching age groups all chanting shall stop when the pitcher come set to deliver the pitch.
- 2.3 Run rule is 15 after 2 innings, 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings
- 2.4 These special batting rules will be used: A team will bat until 3 outs are recorded or 7 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.
- 2.5 All bats used at MJLI in baseball from MNR 10 must be stamped with the "USA BASEBALL" logo. Wood bats and TBALL bats are not allowed.
- 2.6 If the illegal bat is discovered prior to a batter completing his "at bat", the batter is out. A player who uses an illegal bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- 2.7 If weather interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading)(This rule does not apply in tournament games. Tournament games will be played to time limit or mercy rules)
- 2.8 Only one extra inning will be allowed to break a tie after the time limit has expired. The player making the last out during regulation play shall begin the extra inning as a runner at second base. If a game is tied after one extra inning, it will be recorded as a tie during the regular season.
- 2.9 If a player refuses to take the field, except in the case of an illness or injury, they are out of the game and must leave the dugout. An out will be recorded in the batting order.
- 2.10 Base coaches are not allowed to physically restrain or assist a base runner. There is typically one warning issued; subsequent will cause the runner to be called out. Base coaches shall stay in the "coaches box". (coaches boxes are a 4ft to 8ft area in foul territory at 1st and 3rd) These will not be chalked. It is at the umpire's discretion that coaches are not staying in the coaches box. (Example: when a ball is in play the 3rd base coach shall not run home with a runner)
- 2.11 Before the HEAD COACH comes on the field, he must request and receive a time out from the head umpire.
- 2.12 At the end of the season, the Major league will have a tournament that will be scheduled and approved by the Baseball Operating Committee.
- 2.13 The Major league will select one tournament team (i.e., the Grizzlies) to participate in sanctioned tournaments as approved by the Baseball Operating Committee

- 2.14 After a game or practice, coaches should not leave the area until all players have been picked up.
- 2.15 Once a pitcher has been removed from the mound, he/she cannot return to the mound during the same game. A pitcher that takes the mound and throws one warm-up pitch must face at least one batter before he/she is removed unless said pitcher is deemed an ineligible player.
- 2.16 The pitcher must be removed upon the 2nd coach's visit to the mound in one inning or on the 3rd coach's visit to the same pitcher in a game. The coach is not allowed to be on, at or around the pitching mound between innings. If so, this will be considered one of the applicable coach's visits as determined by the head umpire

In Game rules: Defense

- 3.1 The catcher must be in the catching position in the catcher's box to receive the pitch. There will be no catchers leaning against the fence in essence just to retrieve the ball. If the catcher is not in the catcher position, they can't make a play on the ball. The catcher must be in protective gear complete with a protective cup and helmet with throat-guard. Throat guards are required on all catchers' helmets, including "hockey" style helmets. Two-piece Catchers masks are not allowed.
- 3.2 When a team is on defense, a maximum of 1 adult are allowed on the field, one outside of the dugout. The defensive coach should be careful to not interfere with the play of the ball.
- 3.3 An intentional walk may be given by the defensive team by having its catcher or coach request the umpire to award first base to the batter. This may be done before pitching to the batter or on any ball and strike count. The pitch count will be adjusted accordingly to the pitcher.
- 3.4 See "Maximum Pitch Counts" & Pitching "Threshold".
- 3.5 If a catcher catches 4 innings or more, he/she cannot play the pitcher position for the remainder of the day.
- 3.6 If a pitcher has thrown 41 or more pitches, he/she cannot play the catcher position for the remainder of the game.
- 3.7 Drop third strike. In situations where the third strike is dropped by the catcher, the batter is considered out if he steps outside of the dirt circle around home plate before running to first base.
- 3.8 The catcher must wear a protective cup during practices and games to reduce the chance of injury.
- 3.9 Once a pitcher mounts the rubber, they can only receive pitching signs from the catcher. Parents or coaches are not allowed to stand outside the fence behind the plate and communicate pitching signs to the pitcher at any time.
- 3.10 A starting pitcher remaining in the game but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once and if said pitcher meets the pitch count requirements.
- 3.11 Each pitcher will be allowed one balk warning per game, no matter which inning pitched. After one warning has been issued, a balk will be called where runners on base advance one base.

In Game rules: Offense

- 4 Only 1 coach and 1 "on deck" batter should be outside the dugout in foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other coaches should remain in the dugout unless they are base coaches. The "on deck" batter should warm up to the back of the batter at the plate, (for protection from foul balls).
- 4.1 Bunting is allowed. However; If a batter squares to bunt and then pulls back and takes as

swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.

- 4.2 The "infield fly rule" is in effect.
- 4.3 If the batter is injured during their plate appearance and is unable to finish the at bat, the next batter in the line-up will hit and assume the count of the injured batter. No out is recorded for the injured player.
- 4.4 Each team will be given one warning for accidentally slinging a bat. A subsequent offense by the offending team during the course of the game will result in an out.
- 4.5 Stealing bases will be allowed for the full season. When stealing or running bases, the runner must slide feet first.
- 4.6 No headfirst sliding will be allowed. With the exception of going back to a base on an attempted pick off.
- 4.7 Stealing will be allowed on an overthrown ball back to the pitcher as the ball is still live.
- 4.8 Stealing home will be allowed.
- 4.9 Leading off is allowed.
- 4.10 There is **NO** slide rule at home plate. However, deliberate contact with the fielder at home plate will result in an automatic out and the player being ejected from the game.

Revised 6/25/25

MAXIMUM PITCH COUNT	
LEAGUE AGE	MAX PITCHES PER DAY
7-8	50
9-10	75
11-12	85
13-14	95
15-18	95

TRRESHOLD		
DAYS OF REST	14 & UNDER	15 & OVER
None	1-20	1-30
1	21-35	31-45
2	35-50	46-60
3	51-65	61-75
4	66+	75+

Post Season Tournament Pitcher Rest ONLY

TRRESHOLD				
DAYS OF REST	9-10	11-12	13-14	15-18

None	1-40	1-470	1-45	1-45
1	41-65	41-65	46-75	46-75
2	66-75	66-85	76-95	76-95