

Middle Country Youth Association (MC Baseball)

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Section 4: Majors Division Rules

1.0 Majors teams shall field ten players with the tenth player being the fourth outfielder only.

2.0 **Forfeit Time is 15 minutes after scheduled game time.** (i.e. all games starting at 5:30 PM will have a 5:45 PM forfeit time). Any team failing to have 8 players by forfeit time shall receive a loss. Game must be played as a practice. See official schedules supplied by MCYA for actual game time.

3.0 All games will have a two-hour time limit. No inning will start two hours from the exact time of the first pitch of the game. The official time will be kept by the umpire and will be recorded on the score sheet.

4.0 In order to speed-up play, the catcher may be removed from the base path with two outs and replaced by the player who made the last out. This is at the manager's discretion. However, the manager is responsible to have a coach warm up his pitcher should his catcher not be ready to do so.

5.0 A team shall earn **2 points for a win 1 point for a tie, 0 points for a loss.** In the event of a tie in the standings, final position will be determined by:

Number of wins

Head to head record

Best record against playoff teams

One game playoff

6.0 Regulation game is 6 innings. In the case of a tie after 6 innings, extra innings are

permitted as long as the game time meets the requirements outlined in paragraph 3.0 above.

7.0 A regulation game will be as follows:

7.1 If the visiting team is winning, four innings must be completed.

7.2 If the home team is winning, three and one half innings must be completed.

9.0 If the game is suspended by the umpire before it is a regulation game, (3½ innings) the game shall resume at the exact point it was halted. (After 1 inning) If less than one complete inning was played, the game will start over.

10.0 Ground rules will be established for each field prior to opening day. Umpires will review them with both team managers before each game.

11.0 On deck batters must stay behind protection fences when warming up. The only offensive player allowed on the field will be the batter.

12.0 No player, parent or coach may stand directly behind the home plate backstop.

13.0 All players must wear a mask when warming up a pitcher.

14.0 Coaches may not touch or hold a base runner with the intent of preventing him from running or forcing him to run. Result is an automatic out.

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15.0 If a batter, in the judgment of the umpire, throws his bat, the batter will be called out .

Should a batter throw his bat or helmet after being called out on strikes, a second out will be called. **There will be NO WARNINGS and No Runners Can Advance.**

16.0 Any judgment call made by an umpire is final. Judgment calls include whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out.

These and any other judgment decisions are final.

17.0 Each umpire has authority to disqualify any player, coach, manager, or parent strenuously objecting to decisions, displaying un-sportsmanlike conduct, or foul language. A warning must be issued to the manager of the offending team first before anyone is ejected from the playing field. A board member must be notified.

18.0 Spectators are the manager's responsibility. If a spectator gets ejected, the manager will also be ejected from the game.

19.0 Any manager, coach or player who is ejected from a game must appear before the Executive Board. The person ejected will be suspended from participating in the next played game, will not be permitted on the playing area or in the player's bench area, and will not be allowed to give instruction to his team. Umpires will be notified of the suspension. Failure to observe the suspension will result in a forfeit.

20.0 Should an ejection be warranted and given, the person must leave the field. Play will not resume until then. If they will not leave the field the game will be stopped and the team responsible will receive a loss without regard to the score.

21.0 Unlimited stealing is permitted only after the ball has crossed the plate. **YOU MAY STEAL HOME.** You may advance if the ball is put into play. (Tag play)

22.0 Runners shall not leave their base until the ball crosses the plate. **NO LEADING.** A runner caught leaving early will be called out. There will be NO warnings given.

23.0 **Infield fly rule shall apply.**

24.0 **Tagging up is permitted.**

25.0 A runner must slide to avoid contact. **NO PLAYER CAN BLOCK A BASE WHEN HE DOESN'T HAVE THE BALL.** Runners must be allowed to reach the bases.

26.0 If a fielder does not have the ball and fakes a tag, a warning will be given to the manager of the offending team. The second time, the offending player will be removed from the game and the runner will be awarded an extra base.

27.0 If a runner stands up and deliberately tries to jar the ball loose from the fielder or catcher, he shall be called out. The second time (same player), he shall be ejected.

28.0 The offensive coach has the option to accept or decline a walk or a hit batsman who is the tenth batter in any given inning.

29.0 When pitching to the 10th batter in any inning, if the pitcher throws 10 balls (they do not need to be consecutive) he **MUST** be removed from the game. The new pitcher will be allowed his usual number of warm up pitches. Managers should have a pitcher warmed up well before the 10th batter comes to the plate.

30.0 Once all base runners have stopped moving and the ball has been returned to the pitcher on the mound, the play is completed. The ball cannot be thrown to the pitcher in order to stop a play in progress. The defensive team must make an honest attempt to make an out prior to the ball being returned to the mound. This will be the umpire's judgment call.

When a batter is walked the batter will take first base and cannot advance.

31.0 If on a third strike the catcher misses the ball ,the batter is out and the runners may run at

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their own risk.

32.0 All scorebooks shall be done in **INK** with pitchers listed separately. Books must be signed by opposing manager and umpires and be surrendered to the Commissioner upon request.

33.0 Field Dimensions:

Field dimensions are 65-foot base path and 50-foot mound. The distance from the back point of home plate to second base is 92 feet.

34.0 Managers must have a copy of the league rules at all times. No calls can be disputed or protested without identifying the rule in question.

SUBSTITUTION RULES:

1.0 Players may be substituted for any fielding position at any time except a player who has pitched in the game may not pitch again.

2.0 All available players must play. Every player on the roster must play.

2.1 If a player must leave a game early due to a prior commitment (i.e. school concert) his place in the lineup will be skipped without penalty. *The umpire and opposing manager must be informed BEFORE the game begins.*

2.2 If a player leaves the game with a **legitimate** injury (in the Umpire's opinion) and must miss an at bat, his place in the lineup will be skipped without penalty for the rest of the game. The player cannot return to the game.

2.3 If the manager feels that the injured player might be able to return to the game, he may have the option of taking an automatic out each time that player's spot in the lineup comes up until the player returns.

2.4 If a player leaves the game and misses an at bat for any other reason, he may not return to the game and an automatic out will be recorded each time his spot in the batting order comes up.

3.0 No Player May Sit Out Two Consecutive Innings at any Time and May Not Sit More Than Two Innings Total. All Available Players will be in the Batting Line Up.

4.0 Violation of this rule will result in an Appearance Before the Executive Board. A manager may be suspended or expelled at the discretion of the Board. Injury substitution does not apply.

PITCHING RULES:

1.0 Managers assume full responsibility for the utilization and care of their pitchers.

2.0 Week starts 12:01 Sunday morning and ends midnight Saturday. Pitchers may not pitch on consecutive days.

3.0 For a scheduled two game week, a pitcher may pitch 7 innings total for the week with 4 innings maximum per game.

4.0 For a scheduled three game week, a pitcher may pitch 9 innings total for the week with 4 innings maximum per game.

5.0 Pitcher will only be allowed their allotted number of warm-up pitches. Eight warm-ups for the first inning pitched by the pitcher and five for each additional inning pitched.

This applies to both starting and relief pitchers.

6.0 Managers (coaches) are allowed one trip to the mound per pitcher in an inning. Second time out in the same inning, to the same pitcher, the pitcher must be removed. Third time out to the same pitcher in the same game, the pitcher must be removed.

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7.0 An injury does not count as a trip to the mound.

8.0 If a manager or coach crosses over the baseline to talk to players in the field it will count as a trip to the mound.

9.0 The pivot foot must be in contact with the pitching rubber during windup and delivery.

Failure will result in no pitch.

10.0 There will be no balks.

11.0 If a pitcher hits two batters in one inning or three batters in the game he must be removed.

12.0 Pitchers shall not wear a white sweatshirt or white sweatbands to prevent confusion with the baseball for the batter.

13.0 There will be unlimited walks. Managers should not allow their pitcher to throw without control.

14.0 Pitchers who become wild, tired or sore must be removed to protect them from serious injury. Managers must keep their players welfare above all.

PROTEST:

1.0 There will be no protests allowed based on an umpire's judgment.

2.0 If a dispute arises over an interpretation of the rules, it should be settled on the field between the two teams and the umpire. If it cannot be resolved, a board member will try to settle the matter on the field. Should there still be a problem, the game will cease at that point and the baseball committee will decide on the final ruling.

ALL-STAR SELECTION AND GAME:

1.0 Managers must base their all star picks on the player's contribution to the team's success in THAT game, as well as any exceptional play or achievement in THAT game. Picks should not be made based on prior reputation.

2.0 Each manager must select three players from the opposing team after each game. These names must be submitted on the "Game Results Submission Form" on the MCYA website with the game scores that night. The Game Results Submission Form will be

forwarded automatically to the Commissioner. It is the commissioner's responsibility to keep track of the all-star picks also it is automatically tracked thru the website.

3.0 The three players with the most points from each team will be selected to play in the allstar game.

4.0 The managers of the teams that come in first and second place in the division will manage the all-star teams.

5.0

The first place team in all divisions will have four All Star picks. If there is only one division, the first and second place teams will have four All Star picks.

PLAYOFFS AND WORLD SERIES:

1.0 League Champions, Standings, Playoffs:

Will be determined by a point system:

Two (2) Points for Win, One (1) Point for Tie, Zero (0) Points for a loss

In the event of a tie for a position, the team with most wins will get the position. For teams tying with identical records, head-to-head competition will determine winner.

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1.1 EXAMPLE:

If Team "A" and Team "B" tie for a place, but Team "A" has won the regular season game, Team "A" will be declared the winner of that place in the standings. In the event that the two regular games were split or a single regular season game finished tied, the team with the most wins vs. playoff teams will be determined based on the power rating system.

1.2 Power Rating System:

A point value will be given to each team qualifying for play-offs with the first place team getting a point for every team in the division. For a division with 16 teams the points would be assigned as follows:

1st place -16 pts., 2nd place -15pts., 3rd place 14pts. And so on.

The team that has accrued the most points will be declared the winner of that place in the standings. If this procedure does not produce a winner, the seeding spot will be determined by a coin flip.

1.3 Playoff Tournament Requirements:

All teams with 14 pts. or more will make the playoffs. Single elimination brackets will be utilized until the championship round.

2.0 The championship series will be a best two out of three **World Series** with extra innings if necessary.

3.0 The team that finished highest in the regular season standings will be Home Team for Games 1 & 3 and visitor for Game 2.

IMPORTANT NOTE TO MANAGERS :

1.0 All Managers must submit final score, pitcher information for both teams, and All Star picks for the opposing team's players with the "Game Results Submission Form" on the MCYA website the within 24 hours.

2.0 If a manager fails to submit forms within 24 hours, the Commissioner will contact the opposing Manager to select All Star Picks for his own team for that game.

3.0 If neither manager submits forms within 24 hours, the game results in a tie and All Star picks are forfeited for that game.

All Divisions

1.0 FOLLOW ALL RULES! Managers DO NOT have the authority to change, ignore or create rules even by mutual agreement of the managers. These rules have been well thought out and are designed to ensure an enjoyable experience for all players.

2.0 All players reporting for the game shall be listed in the batting order prior to game start and remain in that batting position for the entire game. A player reporting to the game after the game starts shall be placed at the end of the batting order and shall remain in that batting position for the entire game.

3.0 All players must wear a protective cup.

4.0 All batters and runners must wear helmets.

5.0 If a runner stands up and deliberately tries to jar the ball loose from a fielder, he shall be called out. The second time (same player), he shall be ejected for minors and major divisions.

6.0 Players who make an out or are tagged out will be removed from the base path.

7.0 A runner must slide to avoid contact.

8.0 Wooden bats are prohibited. All bats must be marked "*Tee Ball*" for Tee Ball Division and marked "Little League Approved" for Farms, Minors and Major Divisions.

9.0 No jewelry of any kind shall be worn during play. (pierced earrings, rings, necklaces, etc.)

There will be no exceptions to this rule. No tape or band-aids covering earrings will be allowed. Jewelry must be removed.