



**Majors Division**  
**(5th/6th grade, 11 or 12 as of April 30th)**

**Rules & Information**

Revised February 1, 2025

## **A. GENERAL RULES (ALL COACHES, PLAYERS, SPECTATORS)**

1. NO MANAGER, ASSISTANT COACH, PARENT, OR PLAYER WILL BE ALLOWED TO RIDICULE, MOCK, OR GENERALLY IRRITATE ANOTHER PLAYER, COACH OR UMPIRE. ANYONE OBSERVED NOT FOLLOWING THIS RULE WILL BE ASKED TO DISCONTINUE BY THE UMPIRE. IF THE PROBLEM PERSISTS, THE PERSON WILL BE ASKED TO LEAVE THE FIELD, AND A REPORT WILL BE GIVEN TO THE DIVISION COORDINATOR OR EXECUTIVE BOARD MEMBER. IF AN ADDITIONAL COMPLAINT IS FILED DURING THE SAME SEASON, THEY WILL BE ASKED TO NO LONGER PARTICIPATE. LET'S REMEMBER - WE ARE HERE TO TEACH BASEBALL.
2. Sportsmanship and positive attitudes towards and between players are important. Encourage them to praise each other, and to respect the opposing players and teams. NO NEGATIVE TALK SHOULD BE CONDONED OR ALLOWED – FROM KIDS OR PARENTS.
3. When addressing a child, coaches should remove sunglasses. Your eyes during discussion are very important. This goes a long way in the teaching process.
4. Do not yell at any players for mistakes they make during a game. Use mistakes as a “teaching opportunity,” and calmly demonstrate to them proper technique or explain to them how the play should have been made. Kids know when they make a mistake – it is important we do not further embarrass them.
5. Family members, especially siblings, are not permitted in the bench area. The exception to this rule is if a coach comes to a game and has no one to watch another child, the child may stay on the bench but cannot be moving about.
6. All coaches and any adults invited into the dugouts or on the field are required to have their clearances recorded on file with Warrington Youth Baseball.
7. All players are to wear their full Warrington uniform to all games (in-house jersey and hat, grey pants).
8. A player ejected from a game must be benched for the next game.
9. Base path distance: 70 feet; Pitching Distance: 50 feet
10. The home team is responsible for lining the field before game time; the visiting team is responsible for grooming the field following the game. Coaches will meet

with umpire 5 minutes before game start time. Coaches and/or Team Manager should make sure their dugout is clear of debris at the completion of the game. Any team members utilizing the scoring tower should also ensure it is clean at the completion of the game.

11. Lineups should be exchanged at the beginning of the game and should include players' names and their uniform numbers. All teams shall keep a scorebook that includes first and last names of all players.
12. The home team supplies game balls to umpire. Home plate umpire will be assigned by the league and cover bases. The home team should have a back-up home plate umpire in case the scheduled umpire does not show up.
13. Minimum Number of Players:
  - a. Regular season: Games can start with no less than 7, or it will be a forfeit. There are no automatic outs for playing with less than 9 players. Only members of the opposing team can be borrowed to play defense, and should be playing in the outfield located near their dugout. Players who play for the other team are selected based on the last player in the batting order during the first inning, and then last out for all subsequent innings.
  - b. Playoffs: Teams must start with at least 8 players and no additional players can be used (so two outfielders are allowed to start a game). There will be an automatic out each inning for the missing player until he joins the game. Coaches should attempt to reschedule a playoff game if at risk of being short.
14. Game Length:
  - a. 6 innings for full game. A game is official after 4 official innings.
  - b. No inning can start after 1 hour 50 minutes. The umpire calls the start time and should be recorded in the home team's scorebook. The next inning starts when the last out is made in the previous inning. This time limit rule applies to extra innings and playoff games.
  - c. Regular season games can end in a tie; Playoff games tied when time expires will continue until a winner is determined.
  - d. The umpire will declare when it will be the final inning due to a time restriction.
15. There is no mercy rule; however, there is a 5-run limit per inning, except for the "final" inning. Unlimited runs can be scored in the final inning.
16. A team may only have defensive substitutions:
  - a. at the start of any inning

- b. when there is a pitching change
  - c. if there is an injury that requires the player to be removed from the game
17. After each game, a handshake between all players and coaches is a must. No exceptions.
18. The winning team will relay the final score to the Division Coordinator who will record the game score for the season standings. Immediately following the game, both head coaches will relay the pitch counts for all travel pitchers used to the Division Coordinator who will then relay them to the Head Coaches of the Travel teams.
19. Protests will only be allowed during the game itself, not afterwards. Protests are to be filed with the umpire in charge of the game within baseball rules at the time of incident, and then decided by the Division Coordinator. Note: IF a head coach feels any rule was broken, they should call time out before play continues, and have a meeting with the opposing head coach and umpire to work out a fair solution. Have a copy of the rules to help solve issues.
20. Standings will be kept by win/loss record in TeamSnap by the Division Coordinator. Tie breakers decided by:
- a. Head-to-Head game
  - b. Runs against
  - c. Coin Flip
21. Rain outs will be called by the League and/or Division Coordinator and will be rescheduled in the next available field opening.
22. If a coach knows in advance they cannot field a team, the game may be rescheduled after checking with the Division Coordinator. There are no guarantees that the game will be rescheduled. Rain outs will take priority for make-up times. If the game cannot be made up, the team that could not field a team will forfeit. Managers may not cancel games without conferring first with the Division Coordinator. Any team refusing a make-up will forfeit. Head coaches should make arrangements for assistant coaches to run the team if they cannot be there.

## **B. FIELDING RULES**

1. No player shall sit two innings before all players sat once, unless a player is injured, sick, or there is a disciplinary issue that has been discussed with the opposing coach.
2. Unless a player is injured, sick, or there is a disciplinary issue that has been discussed with the opposing coach, each player must get a minimum number of two infield innings by the 5th inning, pitcher and catcher included.
3. During the season, both travel and non-travel players should get equal playing time, including a fair amount of infield play.
4. There are no Hidden Ball Tricks.

### **C. PITCHING RULES**

1. Managers are to instruct pitchers NOT to throw curve balls.
2. Once a pitcher is removed for any reason, they may not re-enter the game as a pitcher.
3. Any pitcher who hits two batters in one inning, or three batters in a game, will be relieved from pitching for the remainder of that game.
4. Intentional walks are allowed at any time during the at bat. No pitches are needed; the coach can just let the umpire know to “put him on.”
5. Pitchers can balk and base runners will advance, but umpire will give one warning to each pitcher during games, including playoffs. If there are no base runners, the pitch is an illegal pitch and does not count.
6. Two “full” in-house player pitched innings must be recorded in the game. Only another in-house pitcher can be the reliever in the inning for it to still count as a full inning.
  - a. If time for an extra inning, coaches will decide based on who is available.
  - b. If one team has no capable in-house pitchers for a game, notify the opposing coach and the Division Coordinator so a fair decision can be made. The regular season is meant to teach/develop all players so they are capable when the playoffs start.
7. Pitchers can pitch no more than 2 innings in a game. One pitch is considered an inning.

8. The Division Coordinator will relay pitching restrictions from the Travel Coaches to all In-House Coaches. Certain travel players may be fully restricted to pitch in In-House games if they pitched the day before or are expected to start an upcoming game. Other travel players may be restricted to certain pitch counts. WYB follows the Suburban Travel Baseball League for pitching rules and days rest required following certain pitch counts. See chart below.

<b>Player Age</b>	<b>DAILY MAX</b>	<b>0 Days Rest</b>	<b>1 Day Rest</b>	<b>2 Days Rest</b>	<b>3 Days Rest</b>	<b>4 Days Rest</b>
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

9. Pitchers expected to enter the game can warm-up using the 3 stations behind the home team dugout.

## **D. BASERUNNING RULES**

1. Runners MUST “SLIDE OR AVOID CONTACT” provided the fielder is at the base, in possession of the ball, or in the act of catching the ball. Contact, both intentional and unintentional, will result in the runner being called out, possible ejection and/or suspension per the umpire’s discretion.
2. No head first slides are permitted. The runner is out if they do. However, diving head first back to a base is permitted.
3. Leads are allowed at any time.
4. There is unlimited stealing except a limit of one ‘steal home’ per inning.
  - a. A ‘steal home’ is considered advancing on the pitcher or catcher (LIMIT OF 1) when:
    - i. Running on a wild pitch or passed ball
    - ii. Running on Catcher throwing back to pitcher, even if wild
  - b. A ‘steal home’ is NOT considered advancing on active plays (NO LIMIT) when:
    - i. Catcher throws to base on any steal plays, including the common “first and third”
    - ii. Catcher throwing to any base on a dropped third strike
    - iii. Catcher throws to any base in attempt to pick-off a leading runner
    - iv. Pitcher attempts a pick-off to any base

5. "Uncaught 3rd strike" rule is in effect. Definition being: "The batter becomes a runner when third strike called by an umpire is not caught in flight (ex: bounces into glove, dropped...), providing first base is unoccupied or first base is occupied with two out."
  - a. If a batter accidentally runs due to confusion on an uncaught 2nd strike, the umpire should call "dead ball" and have all runners return to their original bases. The batter will return to finish his at-bat.
  - b. Catchers can tag runner or throw down to first base to record the out. If the bases are loaded with 2 outs, and there is an uncaught 3rd strike, the catcher can touch home with the ball to get the final out.
  
6. The "Infield Fly Rule" is in effect. Official rule being "in the judgment of the umpire, the ball can be caught by an infielder with ordinary effort, and when there are runners on first and second or first, second, and third and less than two outs."
  - a. Teach the runners that the batter is immediately out and they do not have to run (whether the ball is caught or not).
  - b. If baserunners do run when umpire yells "infield fly, batter is out", it is at their own risk, of either advancing or making an additional out.

## **E. BATTING RULES**

1. All players bat in the lineup.
2. No player may bat last more than 3 times during the regular season.
3. All bats must bear the USABat licensing mark.
4. Maximum of 5 runs in an inning, except no limit in the announced "final inning" and if there is a HR over the fence that equals more than 5, all runs count.
  - a. The final inning is decided by the umpire and head coaches prior to the start of an inning, based on time remaining and the score.
  - b. The game is over after the "final inning," even if somehow time remains, or ends in a tie (regular season).
5. There is no fake bunting. If a player squares to bunt and swings, it will be ruled an out.
6. Anyone throwing the bat will be warned once and then will be called out every time the bat is thrown after the warning.
7. Only one player is permitted to be on-deck before they bat. Therefore, only the batter and the player on-deck are permitted to have bats in their hands. All players not on the field should remain in the dugout. No exceptions.

8. Base Coaches must stay in the coaches' box area. All other coaches will stay out of play in the dugout.
9. A second adult base coach is optional; a player may also be used with a helmet.