



Southern Lehigh Youth Baseball MAJORS Division Rules And Guidelines

MISSION

To provide an organized division for baseball age 10, 11, and 12 year olds to safely learn the fundamentals of baseball (fielding, throwing, hitting, pitching, and base running), practice sportsmanship, and have **FUN**. Wins and losses are documented during the season and a playoff system will be created at the conclusion of the regular season.

DRAFT

Each team gets one manager and one assistant coach that “protects” their kids in the draft. The players are slotted in the draft order based on ranking determined by the division’s managers. Any additional coaches will be selected during the draft. Draft order is based on the combined player ratings of the manager and assistant coach kids. The lowest combined rating goes first and so on in a snake format. Each team can only have **ONE** sponsor per team.

EQUIPMENT AND FIELD

BALLS

Home team will supply 2 new game balls for each game. Each head coach will receive a supply of baseballs prior to the start of the season.

BATS

Bats must meet the USA Baseball Bat standard (USABat) as adopted by Little League International. Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard.

HELMETS

Batting helmets must be worn by all batters and base runners during games and practices. This includes batting practice in the batting cages.

CATCHERS

All male catchers must wear a protective cup. Coaches are responsible for confirming this each inning. Catcher’s gear will be supplied by the league, except for the protective cup. All catcher’s helmets must have a throat protector.

FIELD

Coaches are responsible for setting the field up for play as well as dragging, repairing holes around the pitchers’ mound and batter’s boxes, replacing tarps, and general field clean up after each game. Please work together to see what team does what job (pre-game, post-game).

RAINOUTS

Each head coach should make an effort to contact each other on days of inclement weather, but try to hold off as long as possible. The Home team manager is responsible for notifying the Majors Director of cancellation. We should do our best to make up every game. We will also follow rules of the Bethlehem Umpires Association (BUA) to notify umpires of cancellations. Coaches will be set up on arbiter.com in order to view umpire information. Please decide if the game will be postponed due to weather **BEFORE** you show up at the field. If the umpire arrives at the field and the game is postponed because of weather he/she will still get paid. Decisions should be made before needing to pay an umpire for showing up. The HOME team manager shall be responsible for payment of the umpire fee (before game starts).

ACCIDENT AND INJURIES

All accidents and injuries shall be reported to the Majors Director and copied to the Safety Officer and Equipment Director. Please list the player's name, description, and how it was handled. If you used an ice pack or first aid supplies, we need to be notified so it can be replaced.

PRE GAME

Infield practice and/or batting practice shall not take place on the infield once the field has been prepped for game play. Prior to all games, each team shall come out to their respective foul lines. A player rep from the home team will lead both teams in the pledge of allegiance and the Little League pledge (shown at the bottom of the document).

GAME TIMES

Games will last a maximum of 6 innings, no extra innings will be played, even if there is a tie after the bottom of the 6th. A ½ is completed at either 3 outs or 5 runs scored, whichever occurs first. If the 5th run has scored, and a live batted ball is still in play, let the play continue, but the additional runs will not count. No new inning will start after 2:00 hours from the first pitch of the game. Once a game reaches 2:00 hours, the current full inning will finish, however no new inning will begin. A new inning begins as soon as the last out of the prior inning is recorded. .

COACHES

1. Coaches will be responsible for the conduct of assistant coaches, players and parents. If poor conduct continues after one warning (either from the umpire or the coach), the offender will be asked to leave. Refusal to leave will result in the game being stopped and the situation turned over to the league president.
2. Coaches and umpires are responsible for keeping the backstop clear of all distractions.
3. Rattling of fences and yelling at the opposing team/players is strictly prohibited and must be monitored by the head coach.
4. One head coach and three assistant coaches are the maximum allowed on the playing field and bench area during a game.
5. Coaches must make sure that there are no "un-registered" players, siblings, etc. in or around the bench area and the playing field area.

GAME GOVERNANCE

1. PRE-GAME WARM-UPS: The home team has the field from 5:00 p.m. until 5:25 p.m. The visiting team has the field from 5:25 p.m. until 5:50 p.m. at which time the batter's box will be put down and the pitcher's mound made playable. The game begins at 6:00 p.m. and will last 6 innings.
2. SUSPENDED GAMES:
 - a. In the event of darkness or inclement weather that does not allow a game to be played in its entirety, a game will be considered complete after 4 innings.
 - b. If a game is called by the umpire due to darkness or weather, it is considered a complete game if the home team is winning after 3 1/2 innings or if the away team is winning after 4 full innings. Otherwise, the game is considered suspended and shall resume exactly where it left off (outs, count, runners, etc.) and shall be played to completion at a future date. The home team score book will be the official record.
 - c. If the game is canceled with the visiting team winning after either 4 1/2 or 5 1/2 innings, the score reverts back to the last full completed inning of play and is considered a complete game.
 - d. The home team is responsible for postponing a game up until it begins. After the game begins, the umpire in consultation with both coaches will make the decision. The safety of the players is paramount and should be the deciding factor.
3. TIE GAMES: If a score is tied after the regulation number of innings, the game will end in a tie.
4. DOUBLEHEADER games on lighted fields:
 - a. ALL doubleheader games will be subject to a two-hour time limit.
 - b. The first game will begin at 5:45 p.m. and end at 7:45 p.m.
 - c. The second game will begin at 8:00 p.m. and end at 10:00 p.m.
 - d. No warm ups will be permitted on the playing field prior to the start of the 8:00 p.m. game.
 - e. Games must end in 6 innings or two hours even if the score is tied. The game will end in a tie.
5. MERCY RULE: If the home team is up by 15 after completion of 3 innings, or 10 after the completion of 4 innings, the game is over.

PLAYING FIELD

1. The HOME team will occupy the bench along the THIRD BASE line.
2. The HOME team is responsible for having the field ready for play and will supply the game balls.
3. The AWAY team is responsible for seeing that everything is put away and locked up. All trash picked up and the lights turned off. Rake and repair holes in the batter's boxes and pitcher's mound.
4. The distance from the front of the rubber to the back point of home plate shall be 50 feet.
5. The distance from the tip of home plate to the front of the base shall be 70 feet.

PLAYERS

1. The only players permitted off the bench are the on-deck batter and those preparing for entry into the game as instructed by the coach.
2. Players are not permitted to be base coaches.
3. Any player warming up a pitcher must wear FULL GEAR TO INCLUDE A PROTECTIVE CUP.
4. Free substitution is allowed.
5. The batting order will consist of all players in uniform batting in rotation regardless if they have a position in the field or not. Any player arriving to the game late will be added to the bottom of the batting order. (Late arriving players must be announced to the opposing team upon arrival and entry into the game).
6. Any team not fielding 8 players within 15 minutes of the scheduled game starting time will forfeit the game.
7. Minors Division players may be pulled up when needed, however they can not pitch and need to bat at the bottom of the batting order.
8. If a team starts with 9 players and a player has to withdraw due to injury, no out will be recorded in his batting position.
9. If a team starts with 9 players and a player is injured during his at bat and cannot finish the at bat, an out will be recorded for that at bat only.
10. If a player has to leave early and the team is left with only 8 players, an out will be recorded in that player's batting position.
11. PLAYING TIME: 6 inning games (players can not sit for more than 2 innings per game and shall not sit in back to back innings. Players must also play a minimum of 2 innings in the infield. Infield positions include the Pitcher and Catcher positions.)

PITCHING

Regular Season Pitching Rules

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. A pitcher once removed from the mound cannot return as a pitcher.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - a. 11 & 12 year olds - 85 pitchers per day
 - b. 10 and under - 75 pitchers per day
 - c. Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
4. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
5. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
6. Pitchers league age 14 and under must adhere to the following rest requirements:
 - a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - c. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - d. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
 - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - f. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter"
 - g. A day of rest is defined as one full day, so if a player needs 3 days rest and last pitched on Monday, then that player must rest on Tuesday, Wednesday, and Thursday and may not pitch until Friday.
6. Each team shall count each pitcher's pitches. At the end of each half inning, the pitcher's pitch count shall be confirmed. The home team scorekeeper will note each pitcher's pitch count.
7. Pitch counts must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
8. The umpire shall be notified when a pitcher has delivered his/her maximum limit of pitches for the game. However, the failure to notify the umpire, and/or the failure to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
9. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Little League Playing Rule 4.19.

10. A player may not pitch in more than one game per day.
11. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
12. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against a pitcher's eligibility.
13. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - a. Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
 - b. Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
 - c. Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Additional Pitching Local Rules

1. A pitcher once removed from the mound may NOT return to pitch during the game.
2. Eight (8) pitches are allowed to be thrown during a pitching change.
3. Five (5) pitches are allowed to be thrown in between innings.
4. One (1) free visit to the mound by the coach is permitted per inning. On the second (2nd) visit, the pitcher must be removed from the mound.
5. Pitchers may NOT wear wristbands, batting gloves, jewelry, sunglasses or any white apparel while on the mound.
6. NO BREAKING BALLS. (i.e. curve, slider, knuckle ball, drop pitch, etc.) If a player throws an intentional breaking ball, the first offense will be considered a ball. A second breaking ball will result in the player being removed from the mound. The player does not need to leave the game, but he/she cannot be returned to the mound. **This rule has been modified: Breaking balls can only be thrown to 11U or 12U travel players. Pitcher does not have to be a travel player.**
7. A pitcher in his/her wind up may not stop his/her motion. A ball will be called if this occurs. Example: batter shows bunt
8. BALKS. One (1) Balk warning per pitcher appearance. Umpires will call DEAD BALL and explain to the pitcher what he/she did wrong. Balks must be blatant and the judgment of the umpire is final.
9. PICKOFFS can be attempted.
10. Walks: A pitcher will be removed from the mound if
 - a. He has three consecutive walks
 - b. 4 walks in an inning,
 - c. 5 total walks in a game.**This rule is modified to coaches discretion.**
11. Every player in Majors is only permitted to pitch a maximum of 2 innings per game. One pitch in an inning is considered an inning for purposes of this rule.
12. PITCH COUNTS: AFTER EACH GAME THE HEAD COACH FROM BOTH TEAMS WILL AGREE ON THE PITCH COUNTS FOR THAT GAME. EACH COACH WILL THEN PROVIDE THOSE COUNTS IN THE PITCH COUNT SHARED GOOGLE SHEET.

BASE RUNNING

1. Free stealing of all bases, including home.
2. Maximum 5 runs per inning
3. A runner may attempt to advance past first base on a walk
4. GENERAL BASE RUNNING RULES
 - a. Sliding: Any player sliding head first shall be called out, except when diving back to a base. A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag. As with Little League Rule 7.08 (a) (3), there is no must slide rule. A runner must avoid contact with one of the following four options - Slide (legally), attempt to avoid, give up, or retreat.
 - b. OBSTRUCTION is the act of a fielder who, while **not in possession of the ball**, impedes the progress of any runner. A fake tag is considered obstruction. Obstruction shall be called on a defensive player who blocks off a base, base line, or home plate from a base runner while not in possession of the ball.) A fielder who runs into a runner (or even makes them change direction) while trying to field a **THROWN ball** is guilty of obstruction, even if the ball is 6 inches from their glove they don't have possession and if they get in the way it is obstruction.

- c. Contact rule: A runner must attempt to avoid contact with a player making a play on him/her. If, in the judgment of the umpire, a runner makes avoidable contact, the runner will be called out.
- d. Any runner who, in the judgment of the umpire, maliciously runs over a player will be called out and will be disqualified for the remainder of the game. A second offense will result in a two-game suspension. A third offense will result in the player being suspended for the remainder of the season, including league playoffs. Any malicious conduct must be reported by the head coach to the Division Director immediately.

BATTING

- 1. The entire roster hits in a batting order. No changes are allowed to the batting order once the game begins.
EXCEPTION: the insertion of a player arriving late shall be placed at the bottom of the batting order
- 2. The batter may try to advance to first base on a dropped third strike when there are two outs in an inning or when first base is not occupied.
- 3. ALL batters and base runners **MUST** wear a batting helmet.
- 4. Any batter who throws the bat will receive one warning. A second occurrence by the same player in the same game will result in the batter being called out with no advancement of the runners.
- 5. Bunting is allowed. A batter may not square to bunt, pull back, and then swing away. The penalty for this rule is that the batter is out and the ball is ruled dead. A second offense will result in ejection from the game.
- 6. The Infield fly rule will be in effect

PLAYOFF RULES: APPLY ALL SL MAJORS RULES WITH THE EXCEPTION OF THE FOLLOWING

- 1. Pitching Additions for Playoff
 - a. Each player has a MAX of 10 innings pitched per tournament, with a max of 2 innings per game. No pitch counts are taken in the playoffs. One pitch in an inning constitutes an inning pitched.
 - b. Extra innings count towards the max of 2 innings per game and max of 10 innings in playoffs.
- 2. 2 Hour Time Limit for all playoff games EXCEPT no time limit in semifinals and finals games.
- 3. REITERATION OF RULE FROM MAJORS: A ½ is completed at either 3 outs or 5 runs scored, whichever occurs first. If the 5th run has scored, and a live batted ball is still in play, let the play continue, but the additional runs will not count. No new inning will start after 2:00 hours from the first pitch of the game. Once a game reaches 2:00 hours, the current full inning will finish, however no new inning will begin with the exception of a tie. A new inning begins as soon as the last out of the prior inning is recorded.
- 4. EXTRA INNINGS are played identical to all rules above.

ANY RULES NOT COVERED HEREIN REVERT BACK TO THE RULES OF LITTLE LEAGUE BASEBALL.

RULES OF CONDUCT AND SPORTSMANSHIP

DISPUTES OF ANY NATURE SHOULD BE RESOLVED IN A GENTLEMANLY MANNER, RECOGNIZING THAT ALL PERSONNEL INVOLVED ARE VOLUNTEERS TRYING TO DO THE BEST JOB THEY CAN. DISCUSSIONS REGARDING A DISPUTE ARE BEST HANDLED QUIETLY AND AWAY FROM THE CHILDREN. UNSPORTSMANLIKE CONDUCT ON THE PART OF ANYONE WILL NOT BE TOLERATED UNDER ANY CIRCUMSTANCES.

LITTLE LEAGUE PLEDGE:

I TRUST IN GOD
I LOVE MY COUNTRY
AND WILL RESPECT ITS LAWS
I WILL PLAY FAIR
AND STRIVE TO WIN
BUT WIN OR LOSE
I WILL ALWAYS DO MY BEST

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