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MAJOR LEAGUE RULES

These rules are for Major League only and are in addition to the General League Rules.

1. **Players:** You must bat through all your players, including those on the bench. A legal infield will be six (6) players. A legal outfield will be four (4) players, totaling ten (10) players on the field on defense.
2. **Games:** Games will consist of six (6) innings or a two (2) hour time limit. No new inning will begin after one hour and fifty minutes of play. Note: The two (2) hour limit is waived only in the event of a tie. No pre-game infield practice will be allowed.
3. **Pitching:** A pitcher may only pitch six (6) innings per week. The week starts at 12:00 AM Monday and goes to 11:59 Sunday. In the event of more than two games scheduled (tournament or make-up games), A pitcher may pitch 6 innings per every 2 games played. If you have questions and/or need clarification on this rule I will be more than happy to go over it.
4. **Tournament Games:** All league rules will apply during league tournament play unless otherwise stated.
5. **Run Rules:** A game will be considered over when one team after 4 innings is ahead by twelve (12) runs or one team is ahead by ten (10) or more runs after five (5) completed innings. If they cannot tie the game with the allotted 10 runs in the 6th inning the game is called. Ex. Top of the 6th, visitor – 9, home – 0, visitors score 2 runs, the game is over.
6. **Base Stealing:** We will follow the Cal Ripken rules for base stealing. We are playing 70' bases so the baseball is live all the time unless 'time' is called.
7. **Infield Fly Rule:** The infield fly rule does apply to this league. If you need clarification on the infield fly rule, please let me know.
8. **Runs per Inning:** Teams are limited to eight (8) runs per inning. The sixth (6th) inning teams are allowed ten (10) runs.
9. **Player Eligibility:** Players should be between the ages of ten (10) and twelve (12) by April 30.
10. **Wild Pitcher:** Any pitcher that hits two batters will be removed from pitching.

*Director's note: Develop catchers and pitchers! After reviewing, ball four will stay live. The runners/batters can advance as many bases at their own risk. Dropped third strike will also be live. Batter is out on dropped third strike if 1st base was occupied at time of pitch. If runner on first starts to steal and 3rd strike is dropped, batter is still out.