

## **Majors 60' and 70' Rules** **(60' ages 10-12 / 70' ages 11-12)**

**Revised Date: Fall 2018**

**The Majors division has two distinct divisions:**

**Majors 60'** is geared for a first-year Majors player, coming up from 2<sup>nd</sup> Year Kid Pitch, who is not yet ready to play on a larger field and a faster paced game. Majors 60' will be played with a 46 foot mound and 60 foot bases.

**Majors 70'** is geared for a second-year Majors player, and the more advanced 11 and 12 year olds. Majors 70' is played on a 50/70 intermediate baseball diamond, with 50 foot mound and 70 foot bases.

### **Majors Rules - Regardless of Divisions**

**Number of innings per game:** 6

**Pitching:** Player

**Ball:** Regulation hard ball

**End of Inning:** 3 outs.

**Number of Pitches:** Limited

**Umpires:** League provided.

**Game Time Limit:** No new inning begins after 1 hour 45 minutes. Games can end in a tie. All games are also subject to a "drop dead" time limit of two hours from the time the game is scheduled to begin, regardless of whether the game commenced on time. If the drop dead time is reached during an at bat, the batter will be allowed to finish his/her at bat. If the result of that at bat ends the game, the score will be final. If the at bat does not conclude the game, the official score will revert back to the last completed inning. Notwithstanding any delayed start time, a new inning may not begin after 9:15 P.M. on a weeknight, or after 9:30 P.M. on a Friday or Saturday game.

**Dugout:** Home team sits on 3B bench.

**Score:** Score is kept. Home team will be the official scorebook. It is recommended to check every couple innings with the opposing team to make sure the same score is recorded for both sides.

**Number of Players on Defense:** 9. Regulation. Catcher must wear full catching gear (including dangling throatguard) and protective cup.

**Batting Order Rule:** Continuous batting order, all players bat. Players arriving late are added to the bottom of the batting order. If a player is injured or needs to leave early during the game and cannot continue, his/her spot in the batting order will be removed and no "out" penalty will be assessed when that spot comes back around in the batting order. Team's scorekeeper should communicate all changes to other team prior to. No on-deck batters will be permitted.

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**Minimum Play Rule:** It should be the goal of each Manager for each player to play at least half of the innings in the field. Defensively, no player may be on the bench for more than **ONE** consecutive inning at a time. That is, each player must play **AT LEAST** every other inning in the field. Free substitution is allowed in the field after any inning. This rule shall not interfere with the right of the manager to deny any player's playing privilege for disciplinary reasons. The coach must inform the opposing coach before the start of the game that the player is being "benched" and for what reason.

If a player is injured or becomes ill during a game the decision of, first, a parent and then, a doctor will be final as to whether or not the player may continue in the game. If a parent or doctor is not present, the Chief Umpire will decide if the player is able to continue. An injured player may be used as a base coach provided the injury does not interfere with good safety practices. \*\*\* Failure to abide by minimum play rule may result in forfeit of game.

**Out of Bounds:** When the defensive team puts the ball out of play on a batted ball, the batter will advance two bases from the base he/she was at when the play started (in other words, if the batter hits a ground ball to an infielder who then throws the ball out of bounds, the batter will be advanced to second base). When a ball is thrown out of bounds on a pickoff attempt, the baserunners will be awarded the next base (that is, a runner on first will be awarded second, a runner on second will be awarded third, and a runner on third will be awarded home).

**Pitching Limits and Required Rest:** In general, the rule for pitching limits shall be 75 pitches maximum for Majors 70 players, and 65 pitches maximum for Majors 60 players; provided, however, that in fall play, a player may pitch a maximum of three (3) innings per game, regardless of pitch count at that time. One pitch thrown in any inning constitutes an inning pitched. In terms of rest,

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 41 or more pitches – player cannot play catcher for remainder of that day
- 4 or more innings caught – player cannot pitch that day

A day of rest is defined as a full calendar day separate and apart from the date of the pitcher's appearance. Thus, regardless of what time of day a pitcher competes, the required day(s) of rest start the next calendar day. For example, a pitcher who pitches 25 pitches on Saturday at 9:00 a.m. and a different pitcher who pitches 25 pitches on the same Saturday at 7:30 p.m., are not eligible to pitch until 8:00 a.m. the following Monday, because they are both required to rest for one separate calendar day before they are eligible to pitch again.

**Courtesy Runner:** In an effort to keep the game moving a courtesy runner may be used for the following circumstances: 1.) for a catcher after two outs; 2.) for an incoming relief pitcher after

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two outs. The courtesy runner must be the last batted out (unless the last batted out is a catcher or pitcher).

**Warm Up Pitches:** A pitcher will be allowed (though not required) five warm up pitches prior to each inning / or making a relief appearance. If a catcher is not ready to receive warm up pitches another player must warm up the pitcher; no adult may warm up a pitcher at the game site (although this does not apply to playing catch in order to warm up a player's arm (i.e, while standing up and the player is throwing, not pitching)). A back up catcher can take warm ups if he/she is wearing all the proper catching equipment.

**Forfeit Rule:** A team may play a game with seven players. Teams with seven players will "borrow" a fielder or two from the opposing team each inning. This player(s) will play the field for the short-handed team only, but will also play the field and bat for his/her own team. A team with less than seven players will forfeit the game but if the coaches decide to scrimmage that is allowed but the forfeit stands regardless. Borrowing players is only allowed during the regular season.

**Ten Run Rule:** If a team is ahead by 10 or more runs after four innings (3.5 if the home team is ahead), the game is over.

**Jewelry:** Coaches and Umpires will ask players to remove any jewelry, watches, etc. Pitchers are not allowed to wear sunglasses unless for a medical reason clearly stated prior to the game.

**Equipment:** Only USA Baseball bats will be permitted. No metal cleats shall be permitted.

**Rain outs:** If inclement weather line (703-228-4715) calls off practices or games due to rain or wet conditions, the game is cancelled. If lighting, umpire will suspend the game for 30 minutes.

**Make up rainouts:** No.

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**Specific Major 60' Rules**

**Field Dimensions:**

Level	Distance from the rubber to home plate	Distance between bases
60'	46'	60'

**Stealing:** All bases. Majors 60' player must keep foot on the base until ball crosses the front of home plate; runners who leave early will be returned to the base. Runners cannot steal when pitcher has ball in his possession and is on the mound and catcher is behind plate.

**Sliding:** Any runner shall be called out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. All head first slides will be called out, other than sliding head first to go back to a base to avoid a tag or put out.

**Infield-Fly Rule:** Yes. The infield fly rule will be in effect for division.

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**Dropped Third-Strike:** Does not apply. Batter may not advance to first base when catcher does not catch third strike.

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**Specific Major 70' Rules**

**Field Dimensions:**

Level	Distance from the rubber to home plate	Distance between bases
70'	50'	70'

**Stealing:** All bases. Leads are permitted. No restrictions.

**Sliding:** Any runner shall be called out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. All head first slides will be called out, other than sliding head first to go back to a base to avoid a tag or put out.

**Infield-Fly Rule:** Yes. The infield fly rule will be in effect.

**Dropped Third Strike:** A catcher must catch the third strike to complete the out. Regardless if a batter swings or not; if the catcher does not catch the third strike and first base is NOT occupied, the batter can run to first base. The catcher can tag out the batter or throw to first to record an out. The batter can run to first and be called safe if the out is not recorded as mentioned. This same rule applies whenever there are two outs, regardless of whether first base is occupied or not.

**Balks:** Majors 70' is the first time players will be introduced to balks. A *balk* is an action by a pitcher, deliberately or accidentally, that could deceive a base runner. There are many ways a pitcher can balk. Most common at this level are:

- The pitcher begins to make the motions typically associated with delivering a pitch but ceases during its delivery.
- When pitching from the "set" position, the pitcher does not come to a complete stop with his/her hands together.
- With his foot in contact with the pitching rubber, the pitcher fakes a throw to a base that is not occupied by a runner or fakes a throw to first base when it is occupied. Failing to complete a throw to first base after stepping toward the base or beginning to throw is ruled the same as faking a throw.
- While his foot is in contact with the pitching rubber, the pitcher throws to a base before or without stepping toward that base. The pitcher is permitted throw anywhere after stepping off the rubber.
- The pitcher makes a motion typically associated with his pitching motion but his foot is not touching the pitching rubber.
- When he does not possess the ball, the pitcher takes a stance astride the pitching rubber or with his foot in contact with the pitching rubber as though he has the ball.
- After pausing in the "set" position, the pitcher removes one hand from the ball or separates his hands without making a pitch or throw.

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- The pitcher drops the ball on the pitcher's mound while his foot is in contact with the pitching rubber.

An initial balk warning will be used by the umpire as a way to explain to the pitcher what he/she did wrong. Umpires shall give one balk warning per pitcher, per inning. The umpire will give both teams the same treatment which will be explained prior to the game.

When a balk is called the ball is dead. For this level, if a balk is called that play immediately stops even if the batter hits the ball. (In MLB rules, a balk creates a dead ball "unless" the batter reaches first on a hit, error, base on balls, hit by pitch, or otherwise and all other runners advance at least one base in which case the play proceeds without reference to the balk. We will not follow MLB rules in an effort to keep it simple for the kids.)

**Pitching Charts**

Internal team/coach use and for playoff game reporting

Game Date:

Pitch Count By Inning

<b>Home Team</b>		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>*7</b>	<b>Total</b>
Pitcher:									
Pitcher:									
Pitcher:									
Pitcher:									

**Visiting Team**

Pitcher:									
Pitcher:									
Pitcher:									
Pitcher:									

Home Team Manager:

Visitor Team Manager: