

Majors Rules

for 2016 (updated 3-24-2016)

Rule changes and clarification for inter-town play:

Saturday games will play 4 runs per inning

Steals 3 per inning, 2 Steal of home per game (1 per inning), A steal following an over through counts as a steal.

Mercy rule 12 after 4, but is under review *

Catcher Speed up rule in effect, last batted out.

Slide or Avoid rule, catchers have to allow a lane for the runner. (LD to mention at draft)

Intertown – Curve Balls not allowed.

Defensive time outs rule has to be adjusted to not reflect visits to mound, or player injury.

Infield fly in effect, add that ball is also ruled as dead ball, no advancement (to reduce confusion)

Pitcher 3 innings max, both towns

For 2015 - Intertown Play with Oakland

Four Oakland teams will form the “Oakland” division; four Mahwah teams will form the “Mahwah” division.

Each team will play regular season games against each of the remaining teams, for a total of 11 regular season games.

Each division will hold its own playoff, with each division’s playoff winner facing the other in a one-game World Series.

Division tie-breakers (for playoff seeding) will be: 1) head-to-head record, 2) fewest runs allowed, 3) coin flip.

For the divisional playoff tournament, teams will be seeded one through four. One will play four and two will play three (home team is higher seed). The winners play each other for the Division Championship. That winner plays Oakland’s division champion for the World Series Championship.

The first regular season game will be played on April 20 in Mahwah, May 2nd in Oakland.

The championship game will be played in June est 6/16 (TBD).

NEW - For 2015 -

Max Runs Per Innings 4, until the last inning. Last inning is defined as the 6th inning or last fully playable inning as defined by the umpire and agreed upon by both coaches at the top of the inning.

Stealing home up to one run per inning is allowed in Mahwah V Mahwah games. No stealing home in Mahwah Vs Oakland Games.

COACHES Responsibilities

- 1) Each game shall be run in a relaxed environment. The intent of this program is to teach and have fun. Coaches must set an example of good sportsmanship, and ensure that good sportsmanship is shown by their players. Players should be encouraged to cheer FOR their team, but not AGAINST the other team. Winning and losing are part of the game, but should never be the focus. Coaches are reminded to review the Coaches Code of Conduct of which they are required to sign for further details about what is expected of them.
- 2) No one -- including coaches from either team -- is permitted around the backstop during a game to avoid creating a distraction to the batter or pitcher. Coaches must enforce this rule and umpires will be instructed to stop the game until the situation is corrected.
- 3) Coaching Box - The only equipment that a coach may have and use in the coaching box is a stopwatch, a rules books (hard copy) and a scorebook (hard copy). Cellular phone must stay in the pocket for emergency purpose only.
- 4) Players must remain on their respective benches when their team is at bat, except for the on-deck batter and any player serving as a first-base coach (who must wear a helmet).
- 5) Coaches must assign a "safety coach" to enforce this rule to avoid injury. Coaches aren't allowed on the field during play.
- 6) Umpires are in charge of the game once it begins. Coaches must provide a good sportsmanship example for players and parents by not arguing judgment calls with the umpire.
- 7) Coaches can ask for rules clarifications from the umpire. If a coach is ejected from a game, the coach will be subject to the disciplinary action outlined in the Mahwah Youth Sports Boosters Bylaws (Appendix III.5). If a player is ejected from a game, he will be suspended for one game, that game being the next official game played following the ejection.
- 8) Coaches are expected to inform the parents of their players about proper behavior

before, during and after the games. Parents shouldn't linger around the dugout during the games. Parents are also not allowed on the field during the games. Most importantly, parents should never argue with umpires for any reason. Infractions such as these may lead to the umpire halting the game until the coach has corrected the situation. Failure to comply may lead to a forfeit of the game. Failure to comply with this rule will lead to disciplinary action as determined by the Mahwah Youth Sports Boosters' Spring Player Agent.

9) If an umpire issues a warning to a team for an infraction, it is the coach's responsibility to communicate the warning to the players with an explanation. Throwing equipment, inappropriate language and any form of unsportsmanlike behavior isn't allowed by either players or coaches. Infractions will lead to team warnings from the umpire after which the next person to commit this offense will be ejected from the game. If a player is ejected from a game, he will be suspended for one game, that game being the next official game played following the ejection. Multiple ejections will lead to disciplinary action as determined by the Mahwah Youth Sports Boosters' Spring Player Agent up to and including suspensions.

10) Home team must supply game balls.

11) Coach of the winning team and losing team must notify the league director of the score, the number of umpires who officiated the game and the number of innings pitched per pitcher. This notification must occur by the next day to ensure team records are kept current. Coaches must notify the league director if a game is rained out.

12) Both the home and away teams are responsible for removing bases and equipment from the field equipment boxes and replacing them in the proper box(es) when play has ended. Please take care to ensure that equipment is kept together so the next team to use it has everything it needs.

13) Coaches must ensure that proper equipment is being utilized. This applies in particular to the barrel size of the bat. Bat barrel size may not exceed 2 1/4 inches and should be marked "LL Approved."

14) Wood bats are permitted.

15) Coaches should inform the league director when first aids kits need to be replenished.

16) If after the season schedule is set, a coach becomes aware of a conflict that may cause a forfeit it is the responsibility of the coaches of the two teams affected to agree on a convenient date to play the game and then inform the league director so that umpires and fields can be assigned.

17) Postponements or cancelations will be made in accordance with Mahwah Youth Baseball's game postponement procedure.

18) From the time thunder is heard or a lightning flash is observed, a game will be

suspended for 30 minutes. The lightning detection systems at Airmont and Continental Soldiers Park have a five-mile radius. When there are lightning strikes within five miles of the system a siren will sound and a strobe light will be activated. The initial siren will go off only once for 18 seconds, while the strobe light will stay on for 30 minutes after the last strike. If the strobe light is on it means there is lightning in the area. When all is clear, a horn will sound for 18 seconds and the strobe light will turn off. Only at that time and as long as thunder isn't heard again may players and coaches take the field.

THE PLAYERS

- 19) Each player must play a minimum of three innings in the field in each game. No player can sit two innings in a row.
- 20) A single, continuous lineup will be used. Each player must bat in his normal rotation, whether or not he played in the field. Each player must be in proper baseball attire (no shorts).
- 21) Any player arriving late to a game shall be added to the bottom of the batting order. However, that can't take place during the middle of an inning. If one complete turn of the batting order already has occurred the late player would have to wait until the last spot in the order comes around again.
- 22) If a player is unable to finish a game, that player's spot in the batting order is skipped over without an out being recorded.
- 23) Catchers must wear a protective supporter in addition to full catcher's gear. This applies during play, warm-ups, and in the bullpen.
- 24) Batters must wear protective helmets while batting, on-deck, or as base runners.
- 25) If serving as a base coach, a player must wear a protective helmet.
- 26) Bat barrel size may not exceed 2 1/4 inches and should be marked "LL Approved." An "at bat" begins when the first pitch is thrown. If an illegal bat has been used, a batter will be allowed to switch bats before the first pitch is thrown without penalty. If after the first pitch is thrown it is noticed the batter is using an illegal bat he will be called out on strikes. If it's discovered the bat is illegal once the plate appearance is completed but before the bat is returned to the dugout the defense may take the penalty or the result of the play. No penalty will be incurred, however, once the bat is returned to the dugout.
- 27) Steel spikes aren't allowed.
- 28) Once players are placed into defensive positions at the start of an inning, they must remain in that same position for the remainder of the inning. An exception to this rule is allowed in the case of an injury or when pitchers are being replaced during an inning. If the pitcher is being replaced, he must go to the position of his replacement. Exceptions are first base or catcher, and swaps at these positions will be

allowed only for safety reasons.

29) Each team is allowed to play with four outfielders in Mahwah vs Mahwah games (updated 2015)

PITCHING

30) A pitcher may not pitch more than six innings in one week.

31) A pitcher may not pitch more than three innings in one game. Note the limitation of innings per week listed above.

32) A pitcher's week starts on Sunday and ends on Saturday.

33) A pitcher cannot pitch on two consecutive days. One pitch constitutes an inning pitched. However, this rule is waived if the scheduling of a make-up game creates games on consecutive days. This waiver doesn't change the rule prohibiting a pitcher from pitching more than six innings a week.

34) A player cannot return to the game as a pitcher after having been removed from pitching during the game.

35) A coach is allowed one visit to the mound per inning. The second visit in an inning must result in the pitcher being replaced with another player. The player being removed from pitching may be inserted in another defensive position.

36) A pitcher must be removed from the game as a pitcher if he hits two batters in an inning, or three batters in a game. This will be enforced by the umpire with no exceptions.

Note: These pitching rules have been instituted to assist in the development of pitchers in a safe manner. Recent studies have detailed arm problems that can affect young players when they are overworked in pitching situations. Coaches should exhibit good judgment to not pitch players beyond their limitations. Coaches should work with the player and the player's parents when necessary to avoid overwork. Although Mahwah Youth Baseball hasn't implemented the same rules as Little League Baseball concerning pitch counts, coaches should take note of these rules and use them as a guide. The Little League Rules are as follows:

The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day. The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season.

League Age - Pitches allowed per day

17-18	105
13-16	95
11-12	85

The rest periods required are listed below.

Pitchers league ages seven through 16 must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three calendar days of rest must be observed.
- If a player pitches 41 to 60 pitches in a day, two calendar days of rest must be observed.
- If a player pitches 21 to 40 pitches in a day, one calendar day of rest must be observed.
- If a player pitches one to 20 pitches in a day, no calendar day of rest is required before pitching again.

BASERUNNING

See updates for 2016 top of this page

37) Only three steals will be allowed per inning (updated for 2016 from two). Caught stealing doesn't count toward this total. A steal is considered to be any non-batted advancement including wild pitches and passed balls. An extra base taken as a result of an overthrow during a steal attempt (including pick-off plays from the pitcher and catcher) counts toward the steal total. No stealing or attempts to steal are allowed once a team has a lead of 10 runs or more.

38) A team may steal home plate once an inning (in Mahwah Vs Mahwah games - new for 2015), limited to twice per game (In Mahwah vs Oakland games - new for 2016). In the event that a second attempt at stealing home occurs, the base runner will be returned to third automatically if he makes it home safely. If he is tagged out then the out will be recorded and the base runner won't be allowed to return to his base. However, if a team has used up its one steal of home and a wild pitch goes into the dugout resulting in a dead ball, the runner at third is entitled to home plate. A successful steal counts as one of the three steals per inning (2016)

39) No leading is allowed. The base runner may not leave the base until the pitched ball has crossed home plate.

40) If there is the possibility of a play at any base, including home plate, the base runner must SLIDE or ATTEMPT TO AVOID contact with the defensive player. A base runner may not attempt to run into or knock over an opposing player. Failure to SLIDE or AVOID will result in the runner being called out. If a runner intentionally runs into or knocks down an opposing player, he will be called out, and ejected from the game.

41) On a wild throw, or on an error where the ball goes out-of-play, the base runner will be entitled to the base he was running to plus one additional base.

42) Head first slides are only allowed when returning to a base and a player will be called out otherwise.

THE GAME

- 43) The Baseball Rules from the National Federation of State High School Associations shall be followed except for rules specified in this document. In cases where contradictions exist between these two sets of rules, the rules specified in this document shall supersede the baseball rules from the National Federation of State High School Associations.
- 44) A regulation game is six innings.
- 45) The pitcher's mound is 50 feet from home plate and the base paths are 70 feet long on the Commodore Perry Field, Fardale Field and Continental Soldiers Field.
- 46) When the home team is ahead, 3 ½ innings shall constitute an official game. When the home team is behind, four innings constitutes an official game.
- 47) Tie games are permitted.
- 48) A team must have a minimum of eight players throughout the game in order to play a game. If one team only has eight players to play in the field, the other team will still play nine players in the field. If a team has seven or few players it will forfeit the game and be given a loss in the standings. The umpires won't remain to officiate the game.
- 49) The infield fly rule will be in effect. The ball is a dead ball, there is no advancement of the runners.
- 50) No more than two bunts a game are permitted. Faking a bunt and then swinging away is prohibited. If a bunt is faked and the batter then swings away he will be called out whether or not he makes contact with the ball.
- 51) Intentional walks aren't allowed.
- 52) The dropped third-strike rule isn't in effect in this league. The catcher doesn't have to catch the third strike for an out to be recorded.
- 53) No inning may start after two hours from the start of a game. If the game is an evening game played on a field without lights, then no inning may start after two hours from the game's scheduled time. For instance, if a game is scheduled to begin at 6 p.m. but the first pitch isn't thrown until 6:10 p.m., the two-hour limit will still be reached by 8 p.m., meaning no inning can begin after 8 p.m.
- 54) A coach is allowed four defensive time-outs a game. A defensive time-out is considered to be a visit to the mound (see rule regarding visits to the mound under "Pitching" above).
- 55) A mercy rule will be instituted – meaning the game is over -- when a team is winning by 12 runs or more and the losing team has batted five times.

END OF RULES
