

2009 MCYBSA League Specific Rules Boys Majors 12U

1.0 GAME DURATION

- 1.1 The time limit for a minor league game will be two (2) hours or six (6) innings.
- 1.2 Official time limit and official start time. See MCYBSA Playing Rules 2.1
- 1.3 Teams will have a two (2) minute time limit between innings. The umpire will have sole discretion on this, as it is his responsibility to keep the game moving.
- 1.4 A complete game will be declared if after 3 ½ innings the home team is ahead by 12 runs or more.
- 1.5 A complete game will be declared if after 4 innings the visiting team is ahead by 12 runs or more.

2.0 PLAYING FIELD DIMENSIONS AND REQUIREMENTS

- 2.1 Distance between bases is seventy five (75) feet.
- 2.2 Distance from front edge of pitching rubber to base edge of home plate is fifty-two (52) feet.

3.0 TEAM ROSTERS, ELIGIBILITY AND PARTICIPATION

- 3.1 If a team fields nine (9) players at the start of the game and a player is injured and the team continues to play with eight (8) players, the open batting position is skipped over for the remainder of the game. If a player is ejected, the umpire will call a forfeit.
- 3.2 Subject to the three (3) inning participation requirement, free substitution is permitted but each player must occupy the same batting position with the exception of the pitcher (see pitching rules).
- 3.3 This division will play with nine (9) defensive players.

4.0 MAJORS PLAYING RULES

- 4.1 **SCORING LIMITATIONS:** The offense shall score no more than six (6) runs per inning. However if more than six runs are scored within the completion of the batters at bat then all runs count. Example: If the offence has 5 runs scored already in a inning and there are runners at 1st, 2nd and 3rd bases and the batter hits a triple, all 3 runs count. When the play ceases, the inning shall be over and the next inning shall start.
Should a game complete four (4) innings and the time limit has not been met, in the 5th or 6th inning the score limitation is removed and the game will be played to its completion, unless suspended due to weather, lightning or other conditions that warrant a suspension.
- 4.2 The dropped third strike rule does apply.

- 4.3 Base runners can steal any base at any time.
- 4.4 No collisions will be tolerated. See rule 6.2 of the MCYBSA Paying Rules.
- 4.5 Bat throwing will not be tolerated. See rule 6.3 of the MCYBSA Playing Rules.
- 4.6 The “infield fly” rule will apply.

5.0 MAJORS PITCHING RULES

- 5.1 A pitcher can only pitch 80 pitches a day.
- 5.2 Number of pitches equals number of days rest: (Complete Business Day)
 - 0-20 pitches=0 days off
 - 21-40 pitches = 1 day off
 - 41- 60 pitches = 2 days off
 - 61- max. pitches = 3 days off

Coaches will keep a pitch sheet record for every game, these sheets will be turned in after every game at the concession stand. There will be a division file located there for accurate record keeping. The V.P. will pick up and keep till the end of season. Pitch chart records are available from your V.P. or online at our web site. Home and Visitors score keepers should check with each other every half inning to collaborate accurate counts. Home plate umpire will sign home and visitors sheets.

- 5.3 Pitchers are limited to two (2) appearances per game.
- 5.4 Rotating of players is permitted including the pitcher as long as the rules 5.1 and 5.2 are not violated.
- 5.5 The balk rule applies in the boy’s league after one (1) warning.
- 5.6 STRIKE ZONE: A optional strike zone may be adopted by the plate umpire. This optional zone is defined as follows, the strike zone shall be vertically from the batters shoulder to the knee, and horizontally to 3” from either side of the plate. This is a recommended zone, and that the plate umpire may enforce the zone of the rule book. NOTE: THIS MUST BE DISCUSSED AT THE PRE-GAME MEETING OF THE UMPIRES AND COACHES.
 - At mid-season the strike zone will be called by the rule book.