

CUYAHOGA VALLEY RECREATIONAL SPORTS ASSOCIATION

BOYS MAJOR LEAGUE RULES

GOVERNMENT

The Boys Major League program is organized by the Cuyahoga Valley Recreational Sports Association and shall be under the direct supervision and control of the Recreation Directors.

The enforcement of all rules and regulations shall be the duty of the Recreation Directors.

The decision of the Directors shall be final in all cases.

All managers, coaches, players, umpires, scorers and other personnel involved in this program are expected to subscribe to the spirit of all rules and regulations contained herein.

OBJECTIVES

- To develop physical and mental baseball skills.
- To develop a basic knowledge of baseball rules.
- To develop an appreciation for our National pastime.
- To encourage and foster teamwork.
- To preach and practice sportsmanship.

All personnel involved in the program are reminded that to “win” is a natural and desirable trait, but to win at the expense of others at any cost is not a desirable trait to teach our youngsters. It is easy for a winner to be a good sport, but it takes a real sportsman to be a gracious loser.

GENERAL

ALL LEAGUE PARTICIPANTS ARE PROHIBITED FROM USING ANY TOBACCO PRODUCT WHILE ON THE FIELD OR ON THE BENCH. VIOLATION OF THIS POLICY CAN RESULT IN EJECTION FROM THE GAME AND SUSPENSION FROM THE LEAGUE.

1. In case of rain, players must show up unless notified by their coach.
2. The infield fly rule is in effect.
3. The game shall consist of seven (7) innings.
4. All players on the roster who are present at the start of the game must play at least two (2) innings per game defensively.
5. The batting order shall contain all players present at the start of the game. They shall bat in sequence for all innings of the game even when they are not in the lineup defensively.

GENERAL (continued)

6. Players who are not present at the start of the game but who show up before the start of the 4th inning shall be inserted into the batting order in the last position. Such players must play two (2) innings defensively.
7. Players who do not show up for a game before the start of the 4th inning do not have to play in the game. The team's coach will make that determination.
8. In case of injury, the last player removed from the game defensively shall be the replacement runner and his substitute. In the event that the last substitution prior to the injury involved multiple players leaving the game defensively, the Head Coach of the injured player's team may select any of the players who left the game during the last substitution as the replacement player.
9. A team must have a minimum of eight (8) players to begin and end a game or a forfeit will be declared. If a 9th player arrives, he must be placed last in the batting order. A 15-minute grace period will be permitted for a team to await the proper number of players. If a team does not have at least eight (8) players after the grace period, the game will result in a forfeit.
10. If a team begins a game with nine (9) players, it may continue to play with eight (8) players if a player is injured or ill.
11. In the event that a team will not be able to field nine (9) players for a game, the League Commissioner should be notified to arrange for the loan of a minor league player. **Major league players from other teams may not be used.**
12. No substitute player can play more innings than a regular team member.
13. A substitute player cannot pitch.
14. Substitute players must play at least two (2) innings defensively and be in the offensive lineup for the entire game.
15. The umpire's decisions are final and therefore no protests will be heard.
16. Unsportsmanlike behaviors will not be tolerated. The league will view name calling, badgering, etc. of any umpire or opposing manager, coach or player as unsportsmanlike and illegal. Such conduct is also considered an undue distraction which may contribute to serious accident and/or injury. The heckling of opposing teams, players, coaches, managers and umpires is prohibited. The manager and coaches must control this type of undesirable behavior. Children are great imitators and as such, the adults working with children can and must do what is necessary to control their own emotional outbursts. The manager and coaches will be responsible for their team's compliance with this rule.
17. If after five (5) innings (4 ½ innings if the home team is ahead), one team is ahead by 10 or more runs, the game shall be considered complete.
18. If a game is the only game on that field on a given night, no new inning will be permitted to start after two (2) hours have elapsed from the scheduled game time.
19. If a game is the first of two games on a field on a given night, no new inning can start after 8:00 PM. If a game is the second of two games on a field on a given night, no new inning can start after 10:00 PM.
20. The umpire can call a game when conditions such as rain, lightning, darkness, etc. make it dangerous to continue.

GENERAL (continued)

21. In the event of rain or darkness:
 - If at least five (5) full innings have been completed and one team has the lead, the game will be considered official.
 - If the home team leads the game after 4 ½ innings, the game will be considered official.
 - If neither of the first two conditions has been satisfied, the game shall be considered a rain out.
 - A game which has gone five (5) innings and is called while an inning is in progress and before it is completed and the following situation prevails shall be a suspended game: the visiting team has scored one (1) or more runs to tie the score or take the lead and the home team has not re-taken the lead. Under these circumstances, the game shall be continued from the point of suspension, with the lineup and batting order of each team exactly the same as the lineup and batting order at the moment of suspension.
22. Games that are not regulation shall be rescheduled if possible and started at the beginning of the game.
23. One adult coach may be used in each of the first and third base coach's boxes. If a coach physically helps his or her player in any way or interferes with a player from the opposing team, the umpire will either call the runner out or award the next base to the interfered team.
24. Official scoring will be the home team's responsibility and the visiting team must prove any inaccuracy. The score should be verified between each half inning.
25. The League champion will be determined by overall record. In the event of a tie, the following tiebreakers will be used:
 - Head-to-head record
 - Coin flip
26. The League Champion will receive a bye (if possible) in the league playoffs.

UNIFORMS/EQUIPMENT

27. Uniforms are mandatory and will be provided by the sponsoring community. Players are required to play in full uniform (matching T-shirt, hat and baseball pants).
28. Metal spikes are not permitted but rubber cleats are permitted.
29. The home team will provide two (2) new balls at the start of each game.

FIELD/DIMENSIONS

30. The distance between the pitching rubber and home plate will be fifty (50) feet, six (6) inches.
31. The distance between bases will be seventy (70) feet.
32. The umpire shall not permit any player, personnel of any team or spectators to stand behind the backstop while a game is in progress.
33. In the event that a ball becomes lodged in the fence or lost in the grass, the fielder must raise his hand immediately and the umpire will call a ground rule double. Balls going through or bouncing over the fence will also be ruled as a ground rule double.

PITCHING

34. Pitchers are limited to fourteen (14) batters faced per game and twenty-eight (28) batters faced during a week.
35. A pitching week shall be Monday through Sunday. Pitchers are **NEVER** permitted to pitch in games on consecutive days and can pitch in no more than two (2) games in a week.
36. In the event that a team will play more than two games in a week due to rescheduled games, a pitcher can pitch in more than two (2) games during the week. However, he is still limited to facing fourteen (14) batters in each game during the given week and he still cannot pitch on consecutive days.
37. Any **in-game** violation of rules #34, #35, and/or #36 will result in the head coach of the team at bat choosing to (a) have the game revert back to the point at which a new pitcher should have been inserted by rule (i.e. the 15th batter is brought back up to bat against the new pitcher), or (b) award the extra batter(s) faced first base with any other runner(s) advancing one base. **All violations of this rule should then be reported to the Recreation Director(s).**
38. **In all instances**, one (1) pitch constitutes a batter faced.
39. Breaking balls are not permitted. The first violation of this rule will result in a warning and the offensive team will have the choice to either accept the outcome of the play if the pitch was put into play or to have the pitch recorded as a ball. A subsequent violation of this rule by the same pitcher in the same game will result in his removal from the game as a pitcher, but he can remain in the game at a different position.
40. If a pitcher is removed from the mound – even if he remains in the game at a different position – he cannot return to pitch.
41. Balk rules will not be enforced.
42. Pitchers can wear any glove **EXCEPT** a catcher’s mitt and his glove cannot be gray or white in color.
43. Pitchers cannot wear sweatbands or batting gloves while pitching.
44. The pitcher must be in contact with the rubber and walking starts are not permitted.
45. Intentional walks are permitted, except for the seventh inning or any extra inning. No pitches have to be thrown to issue the walk; rather, the manager must indicate the intention to walk the batter to the umpire and the umpire shall instruct the batter to advance to first base. Any base runner(s) shall also advance one (1) base if forced to move by another runner.
46. Managers/coaches may make one (1) visit to the mound per pitcher per inning. The second visit per pitcher will constitute removal of the pitcher.

BATTERS/BASE RUNNERS

47. All batters, base runners and players in the on-deck circle must wear protective helmets.
48. Batters shall not throw the bat. The umpire will give one (1) warning per team per game and any batter who throws a bat after the warning has been issued will be called out.
49. No lead offs will be permitted. The umpire will issue one (1) warning per team per game with any subsequent offenses resulting in the umpire calling the runner out. The runner(s) may lead off once the ball has crossed home plate.

BATTERS/BASE RUNNERS (continued)

50. Steals of home will not be permitted, **UNLESS** a play is being made on any base runner. The third base runner cannot advance on a ball that is overthrown to the pitcher by a fielder.
51. The dropped third strike rule IS in effect; therefore, the catcher **does** have to hold a third strike.
52. When the ball is being returned to the pitcher from the catcher, it is considered a live ball and therefore runners can advance to any base on the throw, **with the exception of home.**
53. On an overthrow, the runner(s) will be awarded the base being approached plus one (1) if the ball goes out of play. Local ground rules will apply, so both managers and the umpire should discuss the ground rules **prior to** the start of each game.
54. Foot-first sliding is permitted. Any head-first slide will result in the base runner being called out.
55. At home plate, base runners are required to slide when a play is being made on him. Failure to slide or pull up will result in the runner being called out. This is based upon the umpire's judgment.
56. If a player causes an unnecessary collision at any base, the umpire will call the runner out and remove him from the game. The decision will be based on the intent of the player according to the umpire's judgment.

FIELDERS

57. The league shall use three (3) outfielders and therefore will have a nine (9) man defensive team.