



2021 Major/Bronco BASEBALL RULES

LITHYAA/CDBL

BASEBALL RULES MAJORS – LITHYAA/ CDBL 2021

1. LENGTH OF GAMES

The umpire will start the game timer as soon as the first pitch is made in the top of the first Inning.

- **No new inning shall start after 2 hours from the start of the game.**
- **Exception: 1 hour 45 minutes @ CDBL if night game scheduled directly after.**
- **Exception: Time limit is only waived for the Championship game.**

Note: An inning is considered to be started as soon as the last out of the previous inning has been made. If an inning cannot be completed due to darkness, the score goes back to previous completed inning unless the home team is ahead, and the top half of the inning is completed.

- **Games consist of (6) innings, and will be considered a complete game after 4 innings (3 ½ if home team is ahead). A complete ½ inning will be three (3) outs or five (5) runs scored. Max runs scored in any inning are 5.**

2. SLAUGHTER RULE

(15) Runs after 4 complete innings.

3. SPEED UP RULE

Any new pitcher entering the game will receive 8 warm-up pitches. Any returning pitcher will receive 5 warm-up pitches.

Each team will have 15 minutes from the regular start time to obtain the minimum number of players before the umpire will consider the game a forfeit. The teams may agree to play; however, the forfeit will stand even if additional players arrive.

4. Number of Players

The defensive team will consist of nine (9) players in the field. A minimum of eight (8) players are required to start a game.

5. SUBSTITUTE PLAYERS

Borrowing a player from another League team at the same level is prohibited. Players registered in a Boys

League one level below the team requesting can play provided:

- Should the ninth player, originally scheduled to be absent attends the game, the play-up/substitute player will be allowed to play in said game.
- Play-up players will not be eligible to play in the pitcher position or catcher position at any time.
- Play-up players must bat in the last position in the lineup.
- Play-up players will be considered one of the minimum players.
- Must be in their regular lower level team uniform.

6. INJURY REDUCTION

After a game has started, play will continue even if illness or injury reduces the number of players below the minimum to have started the game.

7. MINIMUM PLAYING TIME

No player shall sit out more than one (1) inning in a row. A player cannot sit out a second time until every other teammate has sat out one (1) inning.

- **All Players must play 2 innings in the infield before the end of the 5th inning. The infield also includes pitcher and catcher.**

8. DUGOUTS

The home team will use the 3rd base dugout.

9. PREGAME MEETING

10-minute prior to scheduled game time, the head coach/managers must meet with the umpire to discuss the game rules.

10. SCORE-KEEPING

The home team will keep the official score and should verify the score after each completed inning with the visiting team's scorekeeper. Defensive changes do not have to be conveyed to opposition scorekeeper.

11. FIELD DIMENSIONS

Pitching rubber is 50 feet from home plate (CDBL is 48). Bases will be 70 feet apart.

12. UNIFORMS

To play in the game, a player must wear a complete uniform. Jerseys should be tucked in and no clothing of any kind should be worn over the uniform. No jewelry of any kind can be worn during the game. Phiten nylon necklaces with easy-release closure are allowed.

13. PITCHING

- All players should be encouraged to pitch.
- If a pitcher is removed from the game or moved to another position, they cannot return to pitch in that game.
- 2 innings or six (6) outs per game must be pitched by an eleven (11) year old (1st year player at the major level).
- Three (3) outs per game must be pitched by a twelve (12) year old pitcher (2nd year player at the major level).
- Any number of eleven (11) year old pitchers can pitch to complete the 6 outs.
- Any number of twelve (12) year old pitchers can pitch to complete the 3 outs.
- The twelve-year-old pitching rule will be satisfied if five (5) runs are scored against a 12-year-old pitcher(s) before 3 outs are made.
- 1 inning/(3) outs of the eleven-year-old pitching rule will be satisfied if five (5) runs are scored in an inning against an 11-year-old pitcher(s) before 3 outs are made.

- An 11-year-old or any combination of 11 year old's are required to pitch 2 Innings & a 12-year-old or any combination of 12-year-old's are required to pitch 1 Inning before the end of the 4th inning in a six-inning game.
- Slaughter is not in effect unless both age groups have fulfilled pitching requirements. The 11-year-old requirement of 2 IP & the 12-year-old requirement of 1 IP must be completed before the end of the 4th inning in a six-inning game.
- **3 outs will constitute an "inning" for a pitcher. Said pitcher can pitch 1 out in an inning and come back to pitch 2 outs in the next inning for a total of 3 outs, 1 inning for the record. 9 outs max per pitcher per game.**
- A manager is allowed one (1) trip to the mound in any inning. On the second trip to the mound in one (1) inning, the pitcher must be removed. Any manager or coach instructing his pitcher during the time that his team is taking the field and warming up prior to the beginning of play for the ½ inning, shall ***not*** be charged with a trip to the mound.
- Managers, coaches or players may warm up a pitcher, but the player must wear a mask.
- Number of warm-up pitches between innings or for a new pitcher will be (8).
- The pitching week is defined as Monday – Sunday.
- **Playoffs:** All multiple game and within week limits are suspended. All limits within a game still apply.
- **A pitcher will be reassigned to another defensive position or removed from the game after hitting two (2) batters in any one (1) inning, 3 total per outing.**
- Curveball/Breaking pitches will not be permitted. If an umpire notices a curveball/breaking pitched, that pitch will be considered a dead ball. The pitch will then be called a ball.
- A balk in any situation will be called after one (1) warning. One (1) warning will be issued per pitcher/per game before a balk is called.
- **A player may pitch a maximum of three (3) innings per game (9 outs), for a maximum total of six (6) innings in any seven-day period. If a pitcher pitches in two (2) or less innings, the pitcher may pitch on consecutive days. If a pitcher pitches three (3) innings, the next (2) calendar days of rest are mandatory. A pitcher may not pitch more than two (2) consecutive days under any circumstances. The week starts on Monday and ends on Sunday.**
- Should a fourth (4th) game be scheduled due to a weather make-up then Players will be awarded one (1) additional inning for that week.

14. BATS

- USSSA 1.15 stamped bats must be used and must be stated on the bat.
- **Big Barrel bats are allowed.**
- ❖ 2-3/4 and 2-5/8 Big Barrel Bats MUST have the USSSA 1.15 thumb print stamp on the handle.
- ❖ 2-1/4 is ok if they have the USSSA 1.15 printed on the barrel. ONLY 2-1/4 bats can have the printed/written USSSA 1.15 on barrel.
- ❖ The 2-3/4 and 2-5/8 MUST have the USSSA 1.15 stamped thumb print on the handle.
- ❖ Any USA bat is allowed.
- ❖ First bat offense for the team will result in the player being called out and both teams warned. The next offense by either team will result in the player being ejected from the game.

15. THROWING OF THE BAT

Each player will receive one (1) warning for throwing the bat. A second warning will be an automatic out, which will result in a dead ball situation.

16. BATTING ROTATION.

All players will bat in a continuous rotation including those players who are presently sitting out and not

playing a defensive position. Any additions (i.e. late arriving player) to the lineup must be announced to the umpire, opposing team, and scorekeeper. The additions shall be placed at the bottom of the batting order. Batting out of order rule will apply. If a player has to leave the game for a medical or other reason, the manager of the batting team shall announce to the umpire and other manager that the batter is no longer playing. The next correct batter would be next to bat. In the event a manager does not announce the change, batting out of order rules would apply.

17. BUNTING

Bunting is permitted. Batters will not be allowed to fake bunt and swing for the safety of the infielders. If the batter does a fake bunt then swings away, he will be called out.

18. DROP THIRD STRIKE

Drop 3rd strike rule applies. The drop 3rd strike rule states that a batter may advance to 1st on a drop 3rd strike if 1st base is unoccupied or if 1st base is occupied and there are 2 outs.

19. INFIELD FLY RULE

Infield fly rule will be called.

20. COURTESY RUNNERS

A courtesy runner may be used with two outs for the catcher playing the position in the following inning. Courtesy runner may be used with two outs for the pitcher playing the position in the following inning.

21. LEAD-OFFS/RUNNING WITH THE PITCH

Lead-offs are permitted.

22. BASE RUNNING/STEALING

Base runners may steal at any time in any situation. There is no “dead” ball, unless the Umpire has called time.

SUICIDE SQUEEZES & STRAIGHT STEALS OF HOME ARE NOT ALLOWED AT ANY TIME!

23. SLIDING

Sliding is encouraged but is not mandatory. If the player chooses not to slide, an umpire has the right to call that runner out if unnecessary force was used when running into an opposing player.

24. SAFETY

Base runners and batters (at bat or on deck) must wear helmets. Catchers must wear catcher’s helmet and the complete set of catcher’s equipment, including catcher glove.

- All players are **strongly suggested** to wear a protective cup. Rubber spikes only are required.
- ***No Jewelry will be worn at any game***

During warm ups, players should be spaced away from each other and away from the spectator area so that no one is injured by missed or wild throws.

While batting, only the batter and the player on deck should have a bat. All other players should remain on the bench.

Spectators may only handle equipment that is property of the league when given permission by the manager. This should only be done while instructing a player or within the scope of assisting the manager during a game.

All equipment is to be kept off the playing field and behind the dugout fence when not in use.

- 1. Four pitches must be called balls by the umpire for an intentional walk.**
- 2. Playoff Brackets TBD.**