

Majors Division

No inning shall begin more than one hour and forty-five minutes after the game began. For example, no inning in a game started at 5:30 PM may begin after 7:15 PM and in a game starting at 3:00 PM game no inning may begin after 4:45 PM. An inning begins as soon as the last out is made in the previous inning.

All team members will bat in a continuous order. There are no batter substitutions. Any player that shows up late to a game must be added to the lineup at the end of the batting order, regardless of where in the order the team is batting.

Bat barrel may be no greater than 2 ¼" in diameter big barrels stamped with USA Baseball insignia are allowed and managers must approve these prior to the start of the game with umpire. Should a batter use an illegal big barrel bat, the opposing manger must notify manger immediately after at bat and batter will be called out and all runners returned to the prior base. IT IS THE MANAGERS JOB TO ENFORCEMENT THE BAT RULES!!!

When RB plays KP, there is no bat regulations any 2 5/8" bat may be used but no 2 ¾" bat can be used

Majors pitchers will pitch for the entire contest. No pitcher is allowed to pitch more than 3 innings in a game and it is recommended to not go more than 2 innings or 18 batters per contest.

Coaches are encouraged to monitor pitchers very closely.

Bases are 70 feet apart

Pitching mound is 50 feet from back tip of home plate

Balks will not be called

Stealing is allowed once the pitcher releases the baseball. The runner may not lead off and if the runner leaves prior to the ball being thrown, the runner will be warned and sent back. If a runner is warned a second time, they will be called out. Should the batter put the ball in play with the runner leaving early, the runner will be moved back one base from the resulting occupied base of said runner. A runner will be called out if a force play is not executed because of the runner leaving early.

When RB plays KP, there is no stealing of home this is similar to the minors baseball rule wherein:

Stealing of home is not allowed. A runner may not advance beyond third base in any steal situation. A base runner can score only as a result of a batted ball or if bases are full and batter draws a walk or if is hit by a pitched ball.

Ball is dead when pitcher has the ball on the mound. This is to eliminate runners taking advantage of a pitcher or lax defense. Our goal is to teach baseball not take advantage of certain nuisances that are not germane to the game.

Runner must slide to avoid contact and if not, runner will be called out. There is no head first slide.

Infield fly shall be called

There is no drop third strike

There is no fake bunting allowed.

The ball is "dead" and no runner may advance when the pitcher has possession of the ball in the immediate vicinity of the mound as determined in the umpire's sole discretion. If a base runner is more than halfway to a base when the ball is determined to be "dead" then the base runner may advance to that base. Otherwise, the base runner must return to the last base occupied.

A maximum of 6 runs per inning are allowed per inning. Except in the last inning where there is no maximum allowed runs per inning. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 6th run scores, or 3 outs are recorded, the inning is over.

The mercy rule is either team winning by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings, the game is over.

If a pitched ball hits a batter, he is awarded first base. The pitcher must be removed after the third hit batter in a game.

All players must play a minimum of 2 innings in the field but managers are encouraged to play everyone at least three innings.

FOR THE PLAYOFFS, THERE WILL BE NO PITCH COUNT BUT A PITCHER IS ALLOWED A MAXIMUM OF 6 INNINGS TOTAL FOR ALL PLAYOFF GAMES.