

## **MAJORS PLAYING RULES** (updated April 2019)

Upper Allen Mechanicsburg Baseball Association operates its games following those procedures and regulations established and updated within the Babe Ruth / Cal Ripken, with the following rule additions, rule alterations, and rule suspensions as last agreed upon by the UAMBA Board of Directors.

A single batboy or batgirl is permitted per team. [Alteration of Babe Ruth Regulations for The Teams, Field Decorum, and Rule 3.17]

On deck areas shall be permitted if fenced in on at least three sides to a minimum height of five (5) feet. Only one (1) person may occupy the on deck cage at any time, with warm up swings permitted in this area or on the field when approaching or occupying the batter's box. [Suspension of Babe Ruth Rule ]

The official Babe Ruth / Cal Ripken shoulder patch is not worn until All-stars [Suspension of Babe Ruth Rule]

Catchers are required to use a catcher's mitt. There is no restriction on gloves worn by fielders other than the catcher. Catchers are required to wear protective cups, with the cups or athletic supporters suggested for all male players. Additionally, the long model chest protectors are optional for catchers. Catchers must also wear a throat protector attachment on the mask.

A batter carelessly throwing the bat after striking the ball shall receive corrective instructions from the umpire and his coach. If the bat was thrown back dangerously toward the catcher, the umpire may issue a formal warning to the batter. Once an official warning is issued and again throws the bat dangerously as determined by the umpire, the player is not allowed to bat for the remainder of the game (becoming an automatic out in the lineup only if the player remains in the game). However, the play stands and the offending player may be replaced by another team member. If second offense occurs in the middle of an at bat, the hitter shall be declared out, and the ball is dead.

Except in the case of injury, disciplinary action, or arrival after the game begins, or a shortened game, rostered players must bat a minimum of one (1) time and play defensively for a minimum six (6) outs during a game, with starters having to meet this requirement prior to being removed for a substitute. Failure to meet this regulation results in a game forfeit.

Within appropriate boundaries of conduct, managers and coaches of participating teams are not limited in their address or their positioning, nor are they forbidden from warming up pitchers.

In the case of rainout, the home team manager shall notify the visiting team manager (and any umpire or umpire coordinator) no later than 90 minutes prior to the scheduled start of the game. If a game is rained out, the coach for the home team must notify the league coordinator within 48 hours of the cancellation. If a makeup date has been agreed to between the two opposing teams it should be noted in the email so that the master schedule can be amended.

All games will be played when scheduled except in the case of school functions which involve enough rostered players so as to reduce the amount of available players to (8) or less for that game. In such cases the manager of the team requesting that the game be rescheduled must notify the league coordinator as soon as the conflict is known. Games should be rescheduled as soon as possible. Do not add to the end of the season unless you are at or near the end of the season.

A game is official after 3.5 innings are played if home team is leading, or 4 innings. If a game is suspended prior to the 4th inning it will be completed at a later date.

During a game, no offensive player or team batboy or batgirl may enter the field of play or warm up in the on deck area without a helmet.

Two adult base coaches are permitted at all levels.

Any coach, player, or other individual ejected from a game is automatically suspended for the next game. A second ejection is cause for an unlimited suspension until League determination of further action which shall be done in a reasonable time.

The infield fly rule is in effect.

Only a Manager, three assistant coaches and a scorekeeper are permitted in the dugout during games.

Breakaway bases are not mandatory but recommended.

A game is conceded upon completion of the 4th inning if one team is down by 12 or more runs. In the case that the home team is winning by 12 or more runs after the top of the 4th inning, the game is conceded.

A game may not be started or continued if a team fields less than (8) players. Teams playing with less than nine (9) players must take an automatic out for the unavailable player each time that place in the batting order is reached. Teams starting a game with less than (9) players have the automatic out placed first in the batting order with this slot reserved for the next available player.

Only bats which meet the "USA Baseball" standard are permitted.

Except in the case of injury or disciplinary action, all players present at the start of the game must be in the line-up.

If you bat more than 9 players and someone gets hurt or has to leave, you can drop down to the remaining 9 players in your lineup with no penalty. Dropping below 9 players because of injury still does cause the penalty of an out for that spot in the lineup, as usual.

Roster alternates may be selected from the next lower level of play, however they are only eligible to participate in a scheduled game where nine (9) or fewer team players are expected to show up, and at a frequency not to exceed 50% of all regular season games. Alternates may not play before a regular roster player. They may only pitch if both managers of the game agree due to insufficient pitchers available from the regular roster. In the event that ten (10) or more rostered team players appear, alternates are limited to two (2) innings in the field and one (1) time at bat. A team having a player appear in a game who is playing up a level must notify the other team's scorekeeper when lineups are exchanged prior to the game. The winning team must also list this player's name in the pitching summary when entering the score on the web site. In the event a team has 9 rostered players and one alternate player, the alternate player may not play more than a rostered player. The alternate player may also not play more than 3 innings in this situation.

Written reports stating the reason for a game forfeiture need only be submitted to the League Commissioner within 48 hours when the forfeiture was due to a reason other than number of players fielded.

Rule protests must be lodged with the opposing manager before the next pitch or play with coaches making every effort to resolve the dispute before resuming the game. Unresolved protests are reported to the statistician along with the game accounting for League review.

Prior to each game, if a request is made, the opposing managers shall exchange pitching records starting from Friday of the previous week. Records shall include player name and number of innings pitched by date.

**PITCHING RULE CLARIFICATION:**

1. A player is limited to no more than 6 innings pitched per week.
2. The pitching week ends at midnight Saturday.
3. A player is considered to have pitched an inning even if he only throws one pitch in that inning.
4. One inning per game (an inning = a minimum of 3 outs or 25 pitches) must be pitched by non-12 year olds.
5. The pitch count is the total pitches, regardless of the pitch count at the start of the last batter. Every pitch thrown counts.
6. Majors will follow the following pitching rest requirements:

| <b>Majors Pitching Rest Requirements</b> |                   |                      |              |               |               |               |
|--|-------------------|----------------------|--------------|---------------|---------------|---------------|
|  |                   | Required Rest Period |              |               |               |               |
| <b>Player Age</b>                        | <b>Daily Max*</b> | <b>Zero</b>          | <b>1 Day</b> | <b>2 Days</b> | <b>3 Days</b> | <b>4 Days</b> |
| 11-12                                    | 85                | 1-25                 | 26-40        | 41-55         | 56-70         | 71+           |
| 10                                       | 75                | 1-25                 | 26-40        | 41-55         | 56-70         | 71+           |

\* = Daily Max is Maximum number of pitches a player may throw in a game or day. A pitcher may finish pitching to a batter if he hits the max during a batters At Bat.

In the event of a restart of a suspended game, a player may pitch when the game is resumed provided the rest period requirements listed above are met. However, a player who pitched in the suspended game and was removed from the pitching position prior to the point when the game was suspended cannot return to pitch when the game is resumed. In other words, when the game is resumed, the only players eligible to pitch are the player who was pitching when the game was suspended, and any player who had not pitched in the suspended game. A pitcher who reaches the maximum pitches in a day while facing a batter may finish the batter.

The dropped-third strike rule will be in effect. The dropped-third strike rule states that "a batter becomes a runner when the third strike called by the umpire is not caught by the catcher, providing (1) first base is unoccupied or (2) first base is occupied with two out." However, a batter does forfeit his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.

Baserunners are allowed to take a primary lead from any base without restrictions.

**Pitching:** Balks committed by the pitcher will be called by the umpire as deemed appropriate. Pitchers will be instructed on what they did to incur the balk, but play will resume after the timeout with baserunners at the same base they held before the balk. If a baserunner has already attempted to steal second base or third base at the time of the balk, they will be awarded that base. There will be no awarding of home base in any balk situation. There will be no fake-to-third, throw-to-first pickoff attempts allowed. This will constitute a balk. If, with runners on first and third bases, the pitcher, while in contact with the rubber, steps toward third, but fakes the throw, and then immediately and in practically the same motion wheels and throws to first base, it is obviously an attempt to deceive the runner at first base. Such a move shall be called a balk.

If an ineligible pitcher is used, a protest shall be filed with the League which will, upon confirming the ineligibility of the pitcher, declare the game a forfeit in favor of the offended team.

If a playing rule protest is upheld by the League during the regular season, the game shall be restarted from the point of such infraction and played to its completion. The protest of any alleged infraction must be lodged within 72 hours of the end of the calendar week in which the action took place. There is no playing rule protest of postseason games, with upheld ineligible player protests resulting in a game forfeit. Protests must be submitted to the League in writing. The League, through its appropriate person or committee, shall render a decision within one week in which the protest was lodged. No protests are permitted on decisions involving an umpire's judgement.

A game may only be called, or suspended, prior to the 6th inning by the umpire due to darkness or unplayable weather or field conditions. There are no time limits on games, nor are there any curfews enforced at fields' locations. However, managers should use discretion on starting innings late on a school night.

The League appoints umpires to officiate Majors games. Umpires are assigned by Cumberland Valley Umpire Association. If the assigned umpire does not appear at the field within 15 minutes after the scheduled start of the game, the game is to be rescheduled, unless a mutually agreed upon volunteer umpire can be utilized. Umpires are not representatives of the League.

All base running violations are penalized directly by the umpire without appeal. When the play is over and, in the umpire's opinion, the offending runner has made no attempt to rectify his mistake; the umpire shall declare the runner out without appeal.

Game ejections by the umpire must be relayed to the League when the score and pitching totals are reported by the winning team.

### **BASERUNNING RULES:**

Once the ball is put in play, runners are free to advance at their own risk at any time until time is called or the ball goes out of play. On overthrows to any base on a play on a batted ball, players can advance at their own risk until the play is dead. If an overthrow goes out of play, the ball is dead and players are awarded 2 bases measured from their location when the ball is released. Thus, on a typical overthrow of first which goes out of play, the batter is awarded 2nd because he did not "achieve" first when the ball was thrown.

A courtesy runner for the catcher of record is allowed at any time.

The traditional weighted bat donut is permitted for warm-ups.

Players not in the game defensively may warm-up the right or left fielder and wearing a batting helmet is optional.

We have determined that it is in the best interest of our players to provide the following guidelines pertaining to managing and control of game and playing field. The umpire is responsible for controlling baseball activities within the field of play. Managers/coaches are responsible for baseball activities outside the field of play. To clarify, it is the responsibility of the manager and staff to monitor their players that are not in the game and on the field of play. Umpires are not to dictate where/how players warm-up, get loose, hold bats, swing bats, etc. Umpires inherit that control once a player enters the field of play.

### **Standings**

Standings are kept on the Upper Allen Mechanicsburg Baseball Association Standings Website. At the end of the season, all teams will make the playoffs. Seeds shall be determined by most points (2 for a win; 1 for a tie). Ties in the standings will be broken by head to head. If the 2 teams split, then the tiebreaker is fewest runs allowed in the head to head meetings. If still tied, then it is fewest runs allowed in all games. If still tied, then coin flip. 3 way ties will be broken by head to head sweep of both other teams, then fewest runs allowed in all games, and then total runs scored. If the teams are still tied after all three tiebreakers are applied, then a blind draw of the 3 teams will be made. When 3 teams are tied, the above process will determine the highest seed. Once the highest seed is determined, then the above process repeats itself for the remaining 2 teams. For example, in a 3 team tie: Team A swept Team B and Team C. Team A is awarded the highest seed. At that point, if Team B swept Team C, then Team B is awarded the next highest seed. When 4 or more teams are tied, then the tie breaker is best

win-lost percentage in games among the tied clubs, then fewest runs allowed in all games counted in the standings and then total runs scored. Once the highest seed is determined, the next applicable tiebreaker will be used. Thus, in a 4 team tie, after the highest seed is determined, the 3 team tie breaker is used and so on.

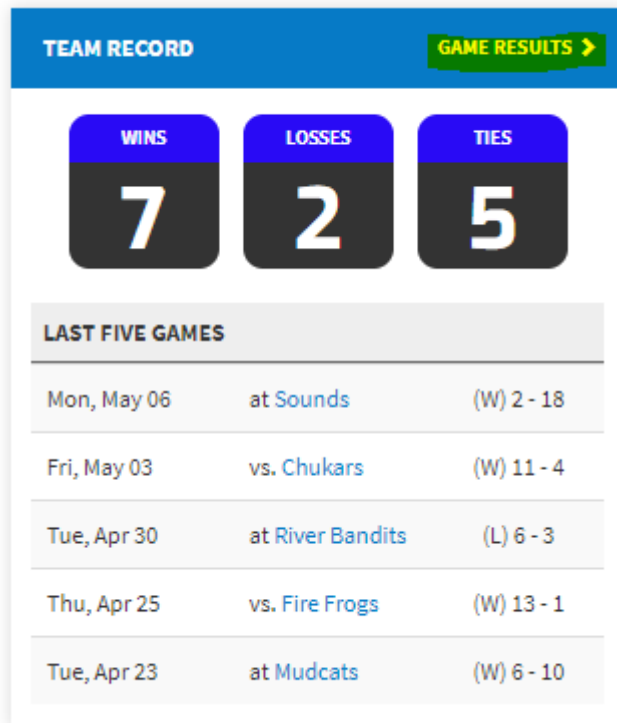
### **Umpires 2019**

Umpires for the Major Level are scheduled through the Cumberland Valley Umpire Association. The Cumberland Valley Umpire Association contact is Ron Lewis (774-3681). Umpires for makeup games will be scheduled, when you reschedule the game with your league's majors coordinator. The home team manager must contact Ron Lewis 90 minutes before game time to cancel a CV Umpire without a fee. If an umpire is not notified in time and arrives at the field, the Home Team must pay him \$26. The 2018 rate for the CV Umpire Association is \$54.00 per game for (1) one umpire at the 11/12 year old level (Major Games). CV Umpires should be paid before the game and preferably in cash. If a game is called or cancelled at the field due to weather, the umpire receives \$27 for appearing. The rate for an umpire working a rescheduled continuation of a suspended game is \$8 per inning.

# Instructions for Entering Game Scores and Pitching Summary

Log into the standings/results website: <http://www.teampages.com/organizations/23327>

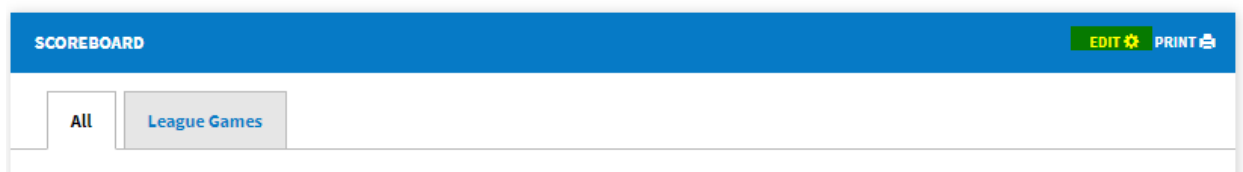
- Under Teams, select your team. Navigate to Team Record and click Game Results



The screenshot shows a 'TEAM RECORD' section with a 'GAME RESULTS >' button. Below this are three statistics: WINS (7), LOSSES (2), and TIES (5). A 'LAST FIVE GAMES' table follows, listing dates, opponents, and scores.

| LAST FIVE GAMES |                  |            |
|-----------------|------------------|------------|
| Mon, May 06     | at Sounds        | (W) 2 - 18 |
| Fri, May 03     | vs. Chukars      | (W) 11 - 4 |
| Tue, Apr 30     | at River Bandits | (L) 6 - 3  |
| Thu, Apr 25     | vs. Fire Frogs   | (W) 13 - 1 |
| Tue, Apr 23     | at Mudcats       | (W) 6 - 10 |

- On the scoreboard page you should see an "Edit" link, click it.



The screenshot shows a 'SCOREBOARD' section with 'EDIT' and 'PRINT' buttons. Below the header are two filter buttons: 'All' and 'League Games'.



|                          |               |                                 |   |            |                                |   |                            |
|--------------------------|---------------|---------------------------------|---|------------|--------------------------------|---|----------------------------|
| + 05/06/19               | Smokies       | <input type="text" value="18"/> | <input type="checkbox"/> Default<br><input type="checkbox"/> OT Win | Sounds     | <input type="text" value="2"/> | <input type="checkbox"/> Default<br><input type="checkbox"/> OT Win | <a href="#">Edit Stats</a> |
| 05/08/19<br>06:00 PM PDT | Drillers      | 0                               |   | Smokies    | 0                              |   | <a href="#">View Stats</a> |
| 05/16/19<br>06:00 PM PDT | Hops          | 0                               |   | Smokies    | 0                              |   | <a href="#">View Stats</a> |
| 05/18/19<br>07:00 PM PDT | River Bandits | 0                               |   | Smokies    | 0                              |   | <a href="#">View Stats</a> |
| 05/21/19<br>06:00 PM PDT | Aces          | 0                               |   | Smokies    | 0                              |   | <a href="#">View Stats</a> |
| 05/28/19<br>06:00 PM PDT | Smokies       | 0                               |   | Fire Frogs | 0                              |   | <a href="#">View Stats</a> |

[SAVE SCORES](#)



- Enter scores for your game only Click save.
- Navigate to the team "Calendar" and click on the event/game, their will be a "Comment" box where you can post the pitching summary, enter the pitching info and click "Post Comment"

## League Game - Smokies (A) @ Sounds (H)



## GAME SUMMARY

EDIT ⚙️

|   | Final |
|---|-------|
|  Smokies | 18    |
|  Sounds  | 2     |

[Box Score](#)

## DETAILS

|                  |                             |
|------------------|-----------------------------|
| <b>Date:</b>     | Monday, May 6, 2019         |
| <b>Time:</b>     | 06:00 PM PDT                |
| <b>Location:</b> | <a href="#">York Street</a> |

## ATTENDANCE

## COMMENTS

VIEW ALL →

POST COMMENT

7 minutes ago, [Scott Hane](#) said:[Remove](#) ⓧ**Pitching Summary:**

Smokies:

C.Hane (9) 2IP 39 Pitches  
 A.Shook (9) 2IP 31 Pitches  
 B.Knorr (9) 2IP 18 Pitches  
 I.Patrick (9) 2IP 28 Pitches

Sounds:

E.Milligan (9) 2IP 52 Pitches  
 A.Klemick (10) 2IP 38 Pitches  
 A.Francis (9) 2IP 23 Pitches  
 N.Lightner (9) 2IP 44 Pitches