



2019 MLBA Major (12U) League Rules

Your mission is to help your players improve while encouraging good sportsmanship.

Commissioners: Brian Kappeler- 412-656-7421 or bkappeler@bc.pitt.edu

Primary Fields (Distances): Dixon (50/70), Middle (50/70), Seymour (50/70), Jeff Major (50/70), Markham Major (46/60)

Points of Emphasis: Increased field dimensions; stealing bases; develop pitchers; learning position-specific skills.

*** PONY-Bronco rules and distances will apply at all fields except Markham Major (46/60), where Little League Baseball rules will be used (no leads, balk, or dropped 3rd strike). Unless superseded by local rules below:**

1. Games

- 1.1. All players, managers, coaches, parents and spectators will follow the MLBA Code of Conduct, a copy of which is located at www.lebobaseball.org.
- 1.2. Game is 6 innings or 2 hours in length.
- 1.3. No new inning shall begin after playing 1 hour, 45 minutes or more.
- 1.4. If the game is called at a half-inning because the 2-hour limit has been reached, the score will revert to the previous full inning.
- 1.5. One extra inning is permitted as long as both managers agree and inning must begin more than 15 minutes before the end of your two-hour time slot.
- 1.6. The last game of the day for each field will not be subject to curfew (except for darkness).
- 1.7. Managers should decide together (along with umpire) whether to call a game because of rain or darkness.
- 1.8. Game scorebook will be kept to determine the run limit per inning. Player and Team effort is to be encouraged and results diminished. Excellent Sportsmanship is expected to be taught by all coaches.
- 1.9. Both managers will be responsible for the preparation of the field for play.
- 1.10. Each team will supply 1 new baseball to the umpire at the start of the game.
- 1.11. Every effort should be made to play games as scheduled, however, in the event of a cancellation; it is the Home team manager's responsibility to contact the **Major Division Commissioner** to notify umpires.
- 1.12. Rain-outs prior to the start of the game will be rescheduled as time and fields allow. Games called due to darkness will not be rescheduled.
- 1.13. All cancelled games should be reported to the **Major Division Commissioner** so that games can be placed on the reschedule list.
- 1.14. **No** games shall be rescheduled in place of a practice time unless approved by the commissioner.
- 1.15. No more than three (3) coaches and one scorekeeper are permitted on the field or in the dugout during games.
- 1.16. There is a **"zero tolerance"** rule in effect for arguing with or criticizing any umpire. There are no appeals, all umpire decisions are final. This applies to managers, coaches, players, and parents.

2. Game Play

- 2.1. The pitching distance will be 50' and bases will be 70' (where applicable). Make every attempt to play the 50/70 distances when field allows.
- 2.2. Infield Fly Rule is in effect, when applicable.
- 2.3. Dropped 3rd Strike Rule is in effect (unless playing LL rules).
- 2.4. A team may score a **maximum of five runs** in any half inning. No continuation runs. This rule does not apply during the sixth inning or any new inning after the 1:45 mark.

- 2.5. When necessary to speed play, umpire may:
 - 2.5.1. limit infield/outfield warmups between innings
 - 2.5.2. limit pitcher to fewer warmup pitches between innings
 - 2.5.3. allow batting team to pinch run for catcher with two outs. (add Courtesy runner rule)

3. Players

- 3.1. All players will bat the entire game in a fixed order.
- 3.2. A player may not sit (not play in the field) for two consecutive innings.
- 3.3. No player will sit out two (2) innings in one game before all other players have sat for one (1) inning in that game.
- 3.4. Each player must play at least one inning in the infield during each game. This rule remains in effect for playoffs.
- 3.5. Eight players must be present to begin the game.
- 3.6. Players in the field may not switch positions during an inning unless a pitching change or injury occurs.

4. Pitching Rules

- 4.1. A player may pitch a maximum of two innings per game (or 3 innings per day, in the event of a doubleheader).
- 4.2. A player may pitch a maximum of six innings per 7-day period.
- 4.3. Follow Pitch Smart Guidelines (listed at the end of rules).
- 4.4. *No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch count.
- 4.5. One pitch thrown constitutes an inning pitched.
- 4.6. Pitcher must leave mound if s/he hits two batters in the same inning or three batters in a game.
- 4.7. No intentional walks.
- 4.8. Manager may make one trip to the mound per inning (calling the pitcher to the foul line to talk constitutes a mound visit). On the second trip, the Manager must remove the Pitcher.
- 4.9. *In an effort to promote player development, it is **recommended** that younger or first year-division players are given opportunities to pitch at least one to two (1-2) innings or more during each game.*
- 4.10. **General Statement Concerning Balks:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. Keep in mind: 1) Pitchers should be allowed some leniency in regards to balks. 2) Pitchers should be warned for initial violations and subsequently penalized for major violations that affect the outcome of a play. 3) An umpire should approach minor violations that don't affect the outcome of the play as a teaching opportunity.

5. Playoff Pitching

- 5.1. Same as above. See Pitch Smart Guidelines.
- 5.2. The rule prohibiting a player from pitching more than two-innings per game (one pitch equals one inning) remains in effect during the playoffs.

6. Baserunning

- 6.1. A baserunner may assume a traditional lead from any base and attempt to steal a base at any time.
- 6.2. A baserunner may attempt to steal 2nd, 3rd or home plate. *Straight steal of home plate is **NOT** permitted. Players may advance home on passed ball, wild pitch or other overthrow or play on a runner.
- 6.3. If the ball is thrown away on a steal attempt the baserunner may advance at his/her own peril, unless and until the ball is declared out-of-play whereupon the appropriate baseball rules apply.
- 6.4. AVOID CONTACT RULE. A baserunner is out if he/she does not avoid contact. Sliding is NOT mandatory, but avoiding contact IS required.
- 6.5. A baserunner will be called out if s/he attempts to jump or hurdle a fielder.
- 6.6. HEAD FIRST SLIDES ARE NOT PERMITTED. However, after rounding or leaving a base, the baserunner may dive head first back to that base in order to avoid a tag.

7. Field Preparation

- 7.1. BOTH Managers are responsible for field preparation.

7.2. A batter's box shall be lined prior to the start of each game. When time permits, every attempt should be made to drag and line the field as well.

8. Equipment

- 8.1. Baseball: AD-Starr AD100LLXL or comparable.
- 8.2. Helmets must be worn by all batters and baserunners.
- 8.3. It is strongly suggested that catchers wear cups.
- 8.4. No metal spikes.
- 8.5. Bat size: maximum 2 1/4" or 2 5/8" barrel **with USA Bat Stamp only**, not more than 32 inches. No differential requirement. Wood bats are permitted. See website for MLBA bat rules.
- 8.6. Players are permitted to wear sport necklaces as long as they do not present a danger to the player or others (e.g. chains with large medallions) are not permitted. Patch umpire decisions may at times overrule this.

9. Ground Rules

9.1. The MLBA will establish specific ground rules for each field (available on website).

10. Post-Game; Won-Loss Records

- 10.1. Home team manager is responsible for entering game score on the Dick's Team Manger mobile app or website.
- 10.2. Managers should keep track of home runs over a fence and the player's name.
- 10.3. Ties will be permitted during the regular season. Playoff games must continue in extra innings until one team wins the game.
- 10.4. Scores and Standings are available on the MLBA website.

11. Call-Ups

- 11.1. Call-ups must be MLBA Minor Division players. No team may use another Major Division player, regardless of age or grade.
- 11.2. No more than four call ups may play in a game.
- 11.3. Call-ups must bat at the end of the order, play the outfield, and **may not pitch**.
- 11.4. Every effort should be made to replace missing players with a call-up of comparable ability.

DO'S & DON'TS FOR MANAGERS AND COACHES

- **DO** introduce yourself to the umpire and other manager.
- **DO** keep in mind that you are there to help control the emotion that accompanies participation in the game.
- **DO** inform your parents and coaches of their responsibility to maintain proper decorum.
- **DO** have your players dressed properly and ready to go at game time.
- **DO** encourage your players to help keep the playing area clean, i.e., throw away the gum wrappers and empty drink cans, etc.
- **DO** use proper language at all times.
- **DO** treat your players with respect.
- **DO** address only favorable comments to or about the other team's players, coaches and managers.
- **DO** avoid running up the score.
- **DO NOT YELL AT YOUR PLAYERS.** Yelling does not enhance performance.
- **DO NOT EVER UTTER the six words that are banned from the playing field by a manager or coach: Safe, Out, Fair, Foul, Ball or Strike.** Only an umpire should use these words.
- **DO NOT** question the umpire's judgment calls or his/her strike zone.
- **DO NOT use gamesmanship or try to "work" the umpires. Your mission is to help your players improve while encouraging good sportsmanship.**

Pitch Smart Guidelines

Ages 9 to 12

(Typically 46-50' Pitching Distance)

Focus on athleticism, physical fitness, and fun

Focus on learning baseball rules, general techniques, and teamwork

Do not exceed 80 combined innings pitched in any 12 month period

Take at least 4 months off from throwing every year, with at least 2-3 of those months being continuous

Make sure to properly warm up before pitching

Set and follow pitch-count limits and required rest periods

Avoid throwing pitches other than fastballs and change-ups

Avoid playing for multiple teams at the same time

Avoid playing catcher while not pitching

Avoid pitching in multiple games on the same day

Play other sports during the course of the year

Monitor for other signs of fatigue

Pitchers once removed from the mound may not return as pitchers

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+