

Takoma Park-Silver Spring Baseball League Majors-70 Baseball Division Rules

Revised June 2010

The rules of the Majors-70 Division are the rules stated in the League General Rules, with the exception or addition of the following:

1. **Official Game.** A regulation game shall consist of six innings or four innings if the game is called due to weather or darkness, or 3½ completed innings if the home team is ahead in the bottom of the fourth and the game is called. In the event of a double-header (one team playing two games on a single day), a regulation game shall consist of five innings, or four innings if the game is called.
2. **Base Paths.** The base paths shall be 70 feet in length. The distance from the front of the pitching rubber to the back of home plate shall be 50 feet.
3. **Specific Field Ground Rules.** Prior to the game, the managers shall agree to the necessary and reasonable ground rules, including agreement on areas that are “out of play.” Managers shall be responsible for keeping spectators, players, equipment, and other objects clear of areas deemed to be “in play” in order to prevent interference with players, thrown balls, etc.
4. **Number of Players.** Each team must have at least eight (8) official players. Players are considered to be official players if they are registered for the current season of TPSS Baseball, regardless of team or division, as long as they are old and capable enough to play at this level. When 16 official players are present within ten minutes after the scheduled start time of the game, the game will be considered an official game. If a team cannot field eight players within ten minutes after the scheduled start time of the game, and the opposing team has only 8 players present, the game shall be considered a forfeit. If the opposing team has 9 or more players present, that team shall lend fielder(s) as necessary to enable the teams to play an official game.
5. **Equipment.**
 - a. **The bat:** The barrel of the bat may not exceed 2¼ in. in diameter. There is no maximum “drop” on the bat (the drop equals the length of the bat in inches minus the weight of the bat in ounces). Double-walled bats are *not* permitted.
 - b. **Cleats:** No metal spikes are permitted.
 - c. **Uniform:** Team jersey and cap are required to be permitted to play. Baseball pants are required. A team need *not* have uniform colored pants. A player who is out of uniform will be permitted to play with the consent of the opposing manager (which is expected), if in the judgment of the umpire his or her clothing is sufficiently similar to the team’s uniform to avoid confusion.
6. **Required Play.** Each player shall play at least three defensive innings in the field of a six-inning game. A continuous batting order will be employed. Players who are expected but have not arrived at the start of the game will not be listed in the batting

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order. When they arrive they must be placed after the last player in the original batting order and will bat in that sequence.

7. **No head-first sliding.** There is *no* head-first sliding into any base when stealing or just when running the bases. A runner who slides head-first will be called out.
8. **Leading.** Base runners may take a lead from any base. A runner leading off a base may dive back head-first to the same base to avoid a pick-off attempt.
9. **Stealing.** Runners may steal any base. A base runner may also steal home. The batter is obligated to try to get out of the batter's box so as to not obstruct the defensive player's efforts to tag the runner stealing home. If the batter makes no effort to get out of the batter's box, interference will be called, the runner is out, and all other runners must return to the base they occupied before the play.
10. **Bowling over/interference.** At no time and under no circumstances may a runner "bowl over" a defensive player in pursuit of a base. Any runner is out who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If a runner maliciously collides with a fielder, he or she will be ejected from the game.

Unless they are in possession of the ball, defensive fielders, including catchers, shall not kneel or otherwise block a runner's access to a base or home plate. Defensive players shall stand while awaiting throws at a base or home plate in order to allow the runners access to the base or plate.

11. **Pitching Limitations.** Pitchers may pitch no more than 6 innings per calendar week (Mon-Sun). Delivering a single pitch in an inning counts as pitching one inning. A pitcher must have 2 calendar days' rest after pitching in more than 2 innings in a game. This regulation may be modified to accommodate a division tournament or playoff.
12. **Balks.** The balk rule applies to a team *only* after that team (not each individual pitcher) receives two warnings from the umpire. Further,
 - a. Managers should discuss with the umpires, before the game, how this rule will be interpreted. It is to be remembered that the pitchers are *learning* how to hold runners on.
 - b. In the case where a runner begins to steal *before* the pitcher commits a balk, the runner will be awarded the base.
13. **Walk & Hit-Batsman Limits**
 - a. Any pitcher who walks four (4) batters in a single inning shall be removed from the mound for the duration of that inning. He or she may return to the mound in a later inning, consistent with Rule #11 above. For the purposes of this clause (a), a hit batsman counts as a walk, but this does not modify clause (b) following.

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- b. Any pitcher who hits two (2) batsmen in a single game shall be removed from the game as a pitcher. He or she may play any other defensive position, but may not pitch for the remainder of the game.
14. **No Intentional Breaking Balls.** A pitcher may not intentionally throw a curve ball or other breaking pitch. Pitches that break due to the pitcher's grip on the ball or otherwise by accident are permitted. The penalty for violating this rule is that the offending pitch shall be called a ball.
15. **Dropped Third Strike Rule.** Does not apply.
16. **Infield Fly Rule.** In effect.
17. **Run Limit.** The five-run rule does not apply. An inning ends when three outs are recorded.
18. **Mercy Rule.** If one team is leading by fifteen (15) or more runs at the end of the fourth inning, the game will end. The managers are encouraged, however, to continue the game as a scrimmage, allowing players to play positions they might ordinarily not have a chance to play.
19. **Courtesy Runner.** When there are two outs, if the player who is scheduled to play catcher in the next half inning is on base, a courtesy runner *shall* replace the catcher so that he or she may suit up for the next inning. Managers *may* use a courtesy runner for a player who is scheduled to pitch in the next half inning. The batter to make the last out shall be the courtesy runner (unless he or she is scheduled to pitch in the next half inning).
20. **Time Limits.** All games should be completed within a period of two hours and fifteen minutes. When another game is scheduled to follow this one, a new inning will not begin 20 minutes before the end of the two hours and fifteen minutes game-period (one hour and 55 minutes after the start of the game).