

Salem Little League Major League Rules

1. All Major league games are 6 innings and will have a 2:00 time limit. No inning shall start after time limit has been reached. If there is less than 10 min. between games. No infield practice will be permitted. No inning shall start after 10:00 P.M.
2. **No on deck batter is allowed!** AND **while a team is on defense, the coaches must remain in the dugout.**
3. Players must maintain control of the bat after swinging. A player will be warned the first time and called out anytime throwing the bat after the warning has been issued. Any intentional bat throwing will result in an ejection.
4. Pitchers are allowed to move to catcher's position. (No inning restriction)
5. No player shall wear any jewelry. Pitchers are not allowed to wear sweatbands or wear white sleeves.
6. If a team violates any pitching rule, they may have to forfeit any games affected by such violations.
7. At the managers discretion, a courtesy runner may be used for an injured player or to run for the catcher of record provided he has reached base safely and there are 2 outs in the inning. **The courtesy runner must be the last batted out.**
8. The home team occupies the 3rd base dugout. The home team will keep the official score book if a league scorekeeper is not available. No one except eligible players in uniform, a manager, and not more than 2 coaches shall occupy the dugout area. No bat boy is allowed.
9. The batter, all base runners and players acting as a coach must wear helmets at all times.
10. There shall be no headfirst sliding to the base a runner is attempting to reach. A player is allowed to slide headfirst to the base he already legally has possession of.
11. A player may re-enter anytime. After a player is removed from pitching

position, he shall not be allowed to re-enter as a pitcher.

12. The League encourages you to bat the complete roster but only 9 players are allowed to play defense. When batting the complete rosters allows unlimited defensive substitutions.

13. All Players will play the minimum (1 at bat and 6 defensive outs). The league will not tolerate any manager who just plays a child the minimum on a regular basis.

14. In all games played for determining a tie-breaker for the regular season standings and tournament games, the home team will be determined by a coin flip

15. Mercy Rule: 15 runs after 3 1/2 - 4 innings OR 10 runs after 4 1/2 - 5 innings

16. If a game is called before 1 inning is complete, it shall be played over in its entirety. If a game is called before an Official game but after 1 inning is complete, it will pick up where it left off. Official game is 3 1/2 - 4 innings. **Pitch count rules still apply on suspended games.**

17. If a team has less than 9 players available, they may use call up players. (see call up procedure). If a team has less than 9 players, they will take an out for each missing spot in the lineup.

18. Base runners may advance after the pitch crosses the plate. Any runner caught leaving the base early will be sent back to the base legally occupied (No Penalty). HOWEVER, If a runner leaves early and is put out at the base attempting to occupy, the runner will be called out. Runners can advance and score on overthrown and pass balls.

19. A batter may advance on a drop 3rd strike anytime first base is not occupied. If 1st base is occupied and less than two outs, the batter is out. If 1st base is occupied and there are 2 outs, the batter and base runners can advance.