

Marion/Mattapoisett Major League Playing Rules

1. Warm-ups before game no BP after 5. Away team take warm ups on field from 5 -5:15. Home team from 5:15 – 5:30.
2. Games start at 5:30 PM except for Sat. No inning to start after 7:30 PM. After June 1 start of inning is extended to 7:45. If inning cannot be completed score reverts back to last completed inning.
3. Sliding is not mandatory but players must avoid contact.
4. No head first sliding unless returning to an occupied base
5. EH is mandatory for each team if there are 10 or more players present for that team. Batting order to be 1 -10.
6. Each player on a team must play a minimum of 6 consecutive defensive outs in the field
7. Coach can elect to have all 11 team players bat in a consecutive batting order. If a coach chooses to do this he has the use of free substitution. If coach chooses to bat all 11 players must bat 11 players for the entire game.
8. Free substitution is allowed by any team so long as the replacement player returns to his original spot in the batting order. Under no circumstances is a player during the course of the game to occupy more than 1 spot in the batting order or return to the batting order in any other position other than the one he/she first occupied
9. Pitching is limited to 6 innings per week. Pitching week is Sunday to Saturday. A single warm up pitch prior to the start of an inning constitutes an inning pitched.
10. 3 trips to mound by coach are allowed per inning. Pitcher must be removed on the 3rd trip. On subsequent trips to the mound the pitcher must be removed on the second trip. On second trip the pitcher must be removed.
11. Only 1 batter on deck in designated area. No soft toss or hit away or hitting devices are allowed on deck.
12. Can start and play a game playing with 8 kids the 9th spot that would be occupied in the order is an automatic out each time the 9th position in the batting order comes around.
13. Batters hit by pitch. A pitcher can hit no more than three batters per inning or 5 per game. If either happens the pitcher must be removed from the game as a pitcher. Pitcher is allowed to play another position and remain in the game.
14. No more than 8 warm-up pitches are allowed per inning.
15. Bats to be limited to 2 ¼" barrel. Bats to be removed from game
16. An official game is 4 innings or 3 ½ if home team is leading
17. Mercy rule is 15 runs after an official game or 4th inning. Home team always has the chance to bat and attempt to catch up. i.e. can only have a "walk off" mercy rule if the home team is at bat.
18. Any game that has not been played for 1 full complete inning but less than an official 4 inning game shall be suspended and play resumed at a later date. Games played less than 1 full inning shall be deemed no game
19. Double headers are a permitted must follow same pitching rules

20. Head first slide is not allowed runner is out even in the event there is no play.
Okay returning to a base
21. Runner may not lead before pitch reaches batter. If violation, no runner may advance farther than forced by batter's action.
22. It was agreed we'd email each other with available pitchers for the week including number of innings pitched and innings available and send the results of each game
23. Once a player has been removed as a pitcher, he/she may not pitch again in that game.
24. First base interference with runner/ first basemen runner must try to avoid contact but umpire shall call fielder interference and no out shall be awarded and the runner shall be awarded 2nd base. All previous runners shall be awarded an additional base as well.
25. Can protest a game by "filing" emailing the other coaches with your grievance. By majority vote of the other coaches a protest may be heard at a hearing of the other coaches. After hearing protest a unanimous vote is required by all coaches present at the "hearing". The team that is involved in the protested game but not the protesting team will not have a vote.
26. Major League rules to be used except for the above and the size of field and base dimensions.