



Majors Division Rules

- i. **Interlock Play:** In the event of Interlock Play, ULL will play by our Local Ground Rules when playing **on** our home fields and will play by the Local Ground Rules of the opposing League's while playing away.
- ii. **Mandatory Minimum Play:** Minimum Play is three defensive innings (9 outs) and one plate appearance through the regular season and two defensive innings (6 outs) and one plate appearance through the post season.
- iii. **Batting Order:** A continuous batting order will be used for all games played during the regular season. After the regular season (in Playoffs), only the 9 players in the line-up will bat. Additionally, after the regular season (in Playoffs), player substitutions will need to be made as per Green Book rules (i.e. "a player is tied to his/her substitute").
- iv. **Pitching:** Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
 - Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 - A pitcher who throws more than 40 pitches in a game cannot play the position of catcher on that day.
 - A pitcher once removed from the mound cannot return as a pitcher.
- v. **Pitch Count:** The Official Pitch Count will be recorded by the Official Scorekeeper. Manager's shall not question the official count.
 - The pitch count must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.
 - Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - For all Interlock Games, Union teams must still log pitch counts.
- vi. **Dropped Third Strike:** Players may advance on a third strike that is not caught in flight by the catcher, provided:
 - First base is unoccupied
 - First base is occupied with two outsNote: a batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.
- vii. **Regulation Game:** It is a regulation game if the Home Team has scored more runs in 5.5 innings than the Visiting Team has scored in 6 complete innings, or after a team is ahead after the completion of 6 or more innings.
- viii. **Number of Players:** A game may not be started with less than 9 players on either side.



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- ix. Game Duration:** No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at the Manager/Umpire meeting prior to the game time start.
- If the game ends in a tie, that game continues the next time the teams play each other or when there is an opening in the schedule. If they play the next time they meet, they finish the first game first and then start that day's game.
 - Length of game on Saturday – there is no time limit to a (6) inning game. The (6) innings will be completed regardless of the time it takes to complete them.
- x. Number of Coaches:** No more than (1) manager and (2) coaches may be in the dugout at one time.
- xi. Dugout:** Coaches must remain in the dugout (with the gate closed) while the game is in play.