

CO-OP Recreational Baseball

Major League Rules of Play for 2023

Pitching:

- 1) All pitchers ages 11-12 will observe a maximum of 90 pitches per day
- 2) If a pitcher starts a batter and reaches his maximum number of pitches for that day, that pitcher will be allowed to finish the current at-bat before being required to leave the pitching position
- 3) Pitching CALENDAR Day(s) Rest:
 - 71 or more pitches require 3 days rest
 - 51-70 pitches require 2 days rest
 - 31-50 pitches require 1 day rest
 - 1-30 pitches require 0 calendar day rest
 - a. A Group text will be established to monitor pitch counts through the season
 - b. Final pitch count will revert to the number of pitches thrown at the start of the final batter faced.
- 4) Pitchers can move to catcher, and catchers to pitcher regardless of the number of pitches thrown, and innings played
- 5) Players called up from a lower division shall not pitch
- 6) There will be no intentional walks. All batters will be pitched to
- 7) Both teams will keep tally of pitch counts, with the count being checked between half innings. The home tally will be the official count
- 8) Pitching warm-ups will be conducted outside the foul lines, with a coach present at all times
- 9) Any player **turning 13 before August 31st** of the league year can only pitch 3 innings per game.
- 10) After a pitcher hits 3 batters in a game he/she must be removed for the remainder of that game
- 11) MOUND VISITS: Manager may visit the pitcher's mound once per inning per pitcher. If a second visit is made in an inning or a total of three visits per game, that pitcher must be replaced. No pitcher may reenter the pitching positions once removed.

Batters and Bats:

- 1) Maximum bat diameter is 2 5/8" with USA Baseball bat regulations. There is no maximum length.
- 2) No bat shall be used that has been banned by little league baseball
- 3) Only one batter will be allowed on deck at a time, and that batter must be outside the field of play.
- 4) Throwing the bat:
 - will be called by the umpire
 - 1st time warning
 - 2nd and subsequent times "batter is out"

Additional Rules:

- 1) Rule 3.03 regarding minimum playing time must be adhered to as worded in the book unless agreed upon by both managers during the course of a game.
- 2) If a call up player is present and the original player shows up, the call up player shall not play more than any rostered player. The manager should try and give the call up player the minimum playing time requirement.
- 3) Callups will be placed last in the batting order and recommended to play in the outfield
- 4) Free substitution or EP all teams may be utilized to get more kids in the game, but all players must get their mandatory 2 innings on defense and 1 @ bat per game. If using free substitution and a player is injured, no automatic out will be enforced unless you go below 9 batters in line up.
- 5) Can start a game with 8 players in case call up is not available. A team may finish with 7 players due to injury.
-The automatic out if playing with 8 must happen in the 9th spot in the order.
- 6) Any runner leaving early as deemed by the umpire will be given one warning as a courtesy per team per game. The second offense happening in the game will result in the runner being called out.
- 7) Mercy Rule Clarification - consistent with the Little League Rule Book the only mercy rule that will apply is 10 runs after 4 innings.
- 8) Majors will be playing drop 3rd strike. This rule can only occur when there are two outs OR when there are less than two out, and the first base is unoccupied by a baserunner. Approved Ruling: In order to declare the batter "out" for abandoning his/her effort to advance, he/she must step into "dead ball" territory (out of play).
- 9) There will be no maximum run limit per inning.
- 10) Any batter that shows a bunt and then pulls back and makes a full swing will be called out.
- 11) Infield fly rule is in effect.
- 12) Majors will have extra innings in the event of a tie after 6 innings.
- 13) Playoff/Allstar eligibility- Player must play in 65% of league games to be eligible. This does not include games missed due to injury or illness.
- 14) speed up rule, a catcher on base and 2 outs allowing a pinch runner (by the player with the last out) to allow the catcher to gear up for the next inning.