

Westminster Major League Rules Revision
2025-03-25

The Major's Division is for players of ages 11 or 12 with birthdate cutoff of April 1.

The Major's Division is played on a diamond with 70ft bases and 50ft mound. Any variation of this field size shall be announced prior to a game being scheduled or field being assigned.

Game Length:

- Single games shall be 6 inning games with no new inning starting after 2 hours and 15 minutes "drop dead" after 2 hour 30 minutes.
- A game is deemed complete after 4 innings of play or 4 innings with visitor at bat complete and home team leading. Each subsequent inning played must be completed with both visitor/home batting. If inning is not completed the game score will revert to the last complete inning played.
- The final inning may be an inning prior to the 6th inning if determined by both coaches and the umpire that reaching the "no new inning" time limit or darkness is eminent. This must be decided by both coaches and the umpire prior to the start of a new full inning.
- For the regular season if a game is tied at the end of regulation play the game will be recorded as a tie. No extra innings will be played. In the End of Season Tournament, extra innings will be played until a winner is determined.
- The report of any lightning strike(s) will incur a 20-minute game delay. Game will be resumed with no additional strikes reported within the 20-minute delay period.

Scoring:

- Maximum of 6 runs per inning for innings 1-4. Unlimited runs can be scored for innings beyond the 4th inning.
- Mercy rule is 15 runs after 4 innings and 12 after 5 innings
- Coaches must use a scorebook. Each coach must sign the opposing team scorebook to ensure score and player pitch count.
- Winning coach enters game score on league website and provides player pitch counts for both teams.

Equipment:

- Bats must be stamped with USA or the 1.15 BPF stamp. Bats may not be damaged in any way.
 - USA Baseball Marking
 - 2 5/8" Barrel Maximum
 - NO BBCOR BATS – These are used in 13U and High School Levels
- Cleats must be rubber or plastic molded (no metal).
- Protective Cups must always be worn.
- Pitchers
 - may not wear apparel with white on either arm other than the standard issued uniform (ex: long sleeves, batting glove, wrist band)

- may only wear prescription glasses, including prescription sunglasses, without a mirrored or highly reflective lens
- Game balls are provided by the home team.

Fielding

- Maximum 9 players on the field. Player defensive shifts are allowed.
- Teams may start play with 8 players. Any additional player(s) added after the first pitch of the game will be placed at the bottom of the batting order and are not guaranteed any playing time in the field.
- Required field playing time is ½ of the game (3 defensive innings), coaches need to aware of player playing time with regards to games ending due to mercy rule or darkness.

Pitching:

- Use of 50ft mound.

AGE	DAILY MAX (Pitches in Game/Day)	REQUIRED REST (# of PITCHES)		
		0 Days	1 Day	2 Days
7-8	50	1-20	21-35	36+
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

- Each game, an official pitch count recorder must be designated. Both bookkeepers must also track both team's pitcher's pitch count. At the end of each half inning, the books must be trued up with the pitch count official's number.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire, as well as notify the plate umpire when a pitcher has reached the pitch limit. The plate umpire will then notify the pitcher's manager that the pitcher must be removed. However, the manager is responsible for knowing when his/her pitcher must be removed.
- Failure of the pitch count recorder to notify the plate umpire, and/or failure of the plate umpire to notify the manager, does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible to pitch.
- A pitcher who delivers 41 or more pitches in a game shall not play the position of catcher for the remainder of that game, or in a 2nd game played the same day. A player that started as catcher may be moved to pitcher but may not throw more than 40 pitches
- A Cal Ripken player may pitch in more than one game in a day provided they are still eligible under the Daily Max per game per day.
- In the Babe Ruth divisions, a player may pitch in more than one game in a day provided they are still eligible under the Daily Max per game per day.
- Violation of this rule may result in a protest of the game in which it occurs.

- Exception: If a pitcher reaches the Daily Max limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:
 - That batter reaches base.
 - That batter is put out
 - The 3rd out of the half inning is recorded
- Two balk warnings per pitcher per game. Coaches can decide to modify this at the pregame ground rules meeting with the umpire if it is mutually agreeable to both coaches.
- Hit Batsmen (HBP)- If a pitcher has 2 Hit Batsmen in an inning or reaches 3 for the game the pitcher must be removed from the game.
- 2 mound visits per pitcher per game, upon the 2nd mound visit, the pitcher must be removed.
- No player is allowed re-entry as a pitcher if they have already pitched an inning previously in the game.
- In suspended games resumed on another day, the pitcher of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 1. Example 1: A league age 12 pitcher delivers 70 pitches in a game on Tuesday when the game is suspended. The game resumes on Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required two days of rest
 2. Example 2: A league age 12 pitcher delivers 70 pitches in a game on Tuesday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required 2 days of rest.
 3. Example 3: A league age 12 pitcher delivers 70 pitches in a game on Tuesday when the game is suspended. The game resumes 2 weeks later on Monday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the two days prior to the resumption of the game.
- A pitcher that threw more than 25 pitches the previous day should not throw a bullpen during practice.
- A Cal Ripken practice bullpen session should not have more than 25 pitches thrown. A Babe Ruth practice bullpen session should not have more than 35 pitches thrown.

Batting:

- All players must bat and are included in the batting lineup (running batting order) with unlimited player substitution in the field throughout the game.
- All players must stay in the same batting order throughout the game.
- If a player needs to leave a game because of injury, sickness, or school/religious related function...no penalty is assessed to the player's team. The player's spot in the line-up is simply skipped over.
- Bunting is allowed. 'Fake' bunting (assuming bunt position and pulling back to swing) is NOT allowed. 1st attempt (successful/unsuccessful) will result in a warning issued. 2nd attempt (successful/unsuccessful) will result in player ejection.
- Infield fly rule is in effect and at the sole discretion of the umpire.

- There is no dropped 3rd strike. 3rd strike called or swinging will end the at bat with a recorded out.

Base Running:

- Leading and stealing are allowed. There is no “straight stealing” of home – stealing on the delivery of a pitch.
- “Head First” sliding is not allowed. Runners are OUT when “head first” sliding into a base.
- Runners may return to a base “head first”.
- Runners are not forced to slide BUT must avoid malicious contact with fielders and interference of fielders. Results of runner contact with a fielder or interference of a fielder will be the sole discretion of the umpire.
- Pinch running for catcher or pitcher with 2 outs is encouraged, pinch runner must be player who made the last out.

Umpires:

- ONLY Managers (or the Managers designee in a Managers absence) shall meet with umpires during the game. All questions for umpires, concerns about calls, etc., shall be conducted by the Manager.
- The umpire fee (\$70.00/game) is paid for by the home team.
- Umpire and opposing coach should be contacted no later than 2 hours prior to game time if game is to be postponed. This is the sole responsibility of the home team.