



East Boise Youth Baseball and Softball

Rules for Majors 60's and Other Common Rules

v1.3

FIELDING

Infield Fly

The infield fly rule will be in effect during games. If there are multiple runners on base in a force situation with less than 2 outs and a pop fly is hit within the infield, the batter is automatically out. The ball is still live, runners can advance at their own risk.

Force Out vs. Tag Out

Runners can be forced out while advancing to the next base if the previous base is occupied by another runner. If the previous base is not occupied, then the runner must be tagged out by the fielder with the ball or with a glove that holds the ball. The runner cannot be forced out while retreating to an unoccupied base. If two runners occupy the same base and are tagged, the lead runner is considered safe while the following runner is out.

Tagging Up

A runner can tag up from any base on a caught fly ball if they are in contact with their starting base when the catch is made.

Offensive Interference

Common occurrences of offensive interference and the outcome for each:

1. Batter remains in the batter's box as a runner on third base is attempting to steal home. Runner is ruled out.
2. Runner comes in contact with a batted ball. Runner who made contact is ruled out.
3. Runner attempts to distract or confuse a fielder, or comes in contact with a fielder while the fielder is attempting a play on a batted ball. Runner is ruled out.

Defensive Interference

Common occurrences of defensive interference and the outcome for each:

1. The batter's bat comes in contact with the catcher's glove during his swing (not his back swing). Batter is rewarded first base.
2. The fielder makes contact with the runner when not actively involved in the play. Runner is rewarded the next base. Common occurrence of this is a fielder standing on a base for no apparent reason and the runner collides into them while attempting to advance.

Out of Play

The ball is out of play if it enters the dugout or outside the field of play (beyond the perimeter fence). If thrown out of play by the first infielder to touch the ball, the runners are rewarded two bases based on their location at the time of the pitch. If the fielder that throws it out of play is not the initial fielder or is an outfielder, the runners are rewarded two bases from the time the throw is made.





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BATTER/RUNNER

Strike Zone

This division has a fairly wide strike zone. Pitches that cross the plate from the knees to just below the shoulders of the batter while passing over any portion of the plate is considered a strike. Pitches that bounce are hittable, but considered balls regardless of where the catcher catches the ball.

Batter Contact With Pitch

Any pitch that hits the batter is considered a hit-by-pitch and the batter is rewarded first base. This includes pitches that bounce before the batter and pitches that hit the hands of the batter. This assumes the batter is not swinging at the pitch and the body part hit by the pitch is not extended over the plate. If the batter extends his hand away from his body to catch the pitch (not in a defensive stance) and it hits their hand, it is considered a ball, unless their hand is in the strike zone.

Fair Ball vs. Foul Ball

A fair ball is any ball that passes first base or third base on or within the foul lines. The foul line, home plate, first base, and third base are all considered fair territory. If the ball does not pass first or third base, then it must stop moving or must be touched by a fielder before being determined fair or foul.

Base Path

The runner may run out of the base path to avoid interfering with the fielder or to avoid contact with another player. The runner will be ruled out if they run out of the base path to avoid a tag.

Stealing Bases

Runner is not allowed to lead off any base. Runners may steal any base once the ball crosses the plate. There is no requirement to slide at any base, but the runner will be called out if they make malicious contact with the fielder.

Sliding

There is no requirement to slide at any base, but the runner will be called out if they make malicious contact.

Advancing On Errors

There are no limitations to base runners advancing on errors.

Slash Bunts

No batter is allowed to 'show bunt', pull back, and swing at the ball. Once they show bunt, they cannot swing.

Dead Ball

The ball is ruled dead and no runners can advance in the following situations:

1. The batter hits a ball that comes in contact with his body.
2. The batter is hit by the ball.
3. A call of interference is made.

Turning After Running Through First

The batter-runner can turn left or right after running through first base so as long as they don't make a motion towards second base. If they make a motion towards second base, they must retreat to first base without being tagged.





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PITCHING

Pitching Limits and Substitutions

In the Majors 60's division, the pitcher cannot exceed the maximum pitches per day outlined below and must adhere to the mandatory rest period. Pitchers with a sore elbow and/or shoulder should not be considered eligible for pitching that day.

PITCHING AND REST REQUIREMENTS					
LEAGUE AGE	DAILY MAX (PITCHES IN GAME/DAY)	MANDATORY REST PERIOD			
		0 DAYS	1 DAY	2 DAYS	3 DAYS
7-8	50	1-20	21-35	36-50	N/A
9-10	75	1-20	21-35	36-60	61+
11-12	85	1-20	21-35	36-60	61+

The starting pitcher may return as a pitcher if they have not met their maximum pitches for the day and if they were originally pulled from the game on the first mound visit or substituted after the completion of an inning.

Pitcher/Catcher

Players are not allowed to play catcher and throw 40 or more pitches in the same game.

Balks

Balks are not called or enforced.





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GENERAL

Game Time and End of Inning

Majors 60's division games have a limit of 6 innings or 2 hours of play, whichever comes first. No new inning may start after 2 hours of play. The official start time is determined by the time as the first pitch of the game is made. An inning is officially over once the final out is made. If the final out of a full inning is made at 1 hour and 59 minutes, then another full inning can be played.

Players Arriving Late or Leaving Early

If a player arrives late to the game, they can be added to the end of the batting order without penalty. If a player leaves early from the game, for any reason, they are removed from the batting order without penalty.

Substitutions

Players can be freely substituted in and out of the field to most positions without penalty. Only restrictions for pitching are in place. Refer to the Pitching section above.

Run Max Per Inning

For the first 5 innings, a maximum of 5 runs can be scored in each inning. Once the 5th run crosses the plate, the play is dead and teams switch sides. If the 5th run is scored on a steal at home, the current batter will be the first batter for the next inning. There is no run limit starting with the 6th inning.

10 Run Rule

A 10 run rule is in effect for all games. If the away team is leading by 10 or more at the end of 4 innings, the game is over. If the home team is leading by 10 or more at the end of 3-1/2 innings, the game is over. If teams wish to continue to play, a winner will be determined by the 10 run rule and they can continue with a scrimmage.

