

NYS Majors Rules

Updated April 2023

Except as detailed below, [USSSA Baseball Rules](#) for 12U shall apply.

The Field

- The distance between the bases is 70 feet.
- The pitcher's mound is 50 feet from the back of home plate to the front of the pitcher's rubber.

The Game

- All regular games shall consist of a maximum of six (6) innings.
- A game can end in a tie score. If there is a tie score at the end of six (6) innings, but time remains on the clock, the game will go into extra innings until there is a winner or until the clock expires.
- If games are cancelled due to weather, and:
 - Two (2) complete innings have been played (1.5 if home team is winning), or more than one hour of game time has elapsed, the game shall be considered "complete" and no make-up will be scheduled. The score shall revert back to the score at the end of the last completed inning. An inning in process is considered complete if the top half of the inning has been completed and the home team is winning.
 - Less than two (2) complete innings have been played, and less than one hour of game time has elapsed, the game will be rescheduled and shall revert to the state of play when the game was stopped. Any at bat that in progress will reset to a 0-0 count.
- No inning can start after one hour and forty five minutes (1:45) from the start of the game (excluding time stopped for rain or other weather delays).
 - The umpire will be responsible for keeping the official time of the game.
- No team shall score more than 5 runs per inning.
- If the visiting team is ahead by 15 runs at any time after 4 or more complete innings have been played, the game is complete and they are the winner.
- If the home team is ahead by 15 any time after 3 1/2 innings or more innings have been played, the game is complete and they are the winner.
- If time has expired and either team is up by 6 runs or more, they will be declared the winner and the game is over.
 - The teams may continue to scrimmage. Pitch count is not kept during scrimmages.
 - Umpires may be excused at that point.
- Scores and pitch counts are reported to the league within 24 hours of game completion.
 - The home scorekeeper will be the official scorekeeper and pitch counter. The score and pitch count they report will take precedence. They will consult the away scorekeeper to ensure scores and counts match within reason.

Roster and Lineup

- Teams shall consist of 10-13 players.
 - Temporary replacements from the AAA division may be used in accordance with Player Movement Procedures. Replacement players may NOT pitch.
 - Only registered NYS players are allowed to play.

- All players present at the start of the game will be placed in the batting order determined by the coach and will hit in that order.
 - The batting order will not change once the game has started except due to an injury or ejection of a player.
 - Players arriving after their spot in the order will be added at the end of the batting order (for example, if 9 players were in the game and another player shows up, they are added at #10 in the batting order).
- A team can field 8 players without taking an out in the 9th batting position. A team can field 7 players but must take an automatic out in the 8th batting position.
 - Any team unable to field at least 7 players will forfeit the game. In the event of a forfeit, the teams can scrimmage with the players they have. Umpires would be excused.
- The game shall be viewed in three inning segments. For each segment, the following rules applies to all players, except pitchers:
 - All players will play in the infield for at least 1 complete inning out of those 3 innings.
 - The infield consists of Catcher, 1st Base, 2nd Base, 3rd Base and Shortstop.
 - Except in the case of injury, disciplinary reasons or ejection, no player shall sit for two or more consecutive innings. No player shall sit out a second inning until all players present sit out for at least one inning.
 - An "inning" for purposes of this rule shall be one complete inning consisting of three outs.
 - Players may pitch according to the rules below.
- Defensive substitutions can be made freely in the field from position to position and in and out of the game, except as described above.

Pitching Rules

- For the regular season, pitchers may throw a maximum of:
 - 70 pitches over a three-day period and 95 pitches per week.
 - These limits are increased to 80 pitches over a three-day period and 110 pitches per week for the playoffs.
 - A week is defined as the 7-day period, starting on Sunday.
- A coach can visit the mound once per inning per pitcher. A second visit to the same pitcher during the same inning results in that pitcher being removed.
- Each mound visit must be limited to a maximum of 1 minute.
- Once a pitcher has been removed, they cannot be re-inserted as a pitcher for the remainder of the game.

Batting Rules

- Bunting is allowed.
 - A bunt attempt that is fouled off with 2 strikes is an out, regardless of whether it is caught by the catcher.
 - A batter that "shows" bunt is committed to either attempt a bunt or take the pitch. A batter who swings after "showing" bunt is automatically out and no runners may advance.
- The dropped 3rd strike rule is in effect in Majors.
- The infield fly rule is in effect in Majors.

- If a batter throws their bat, time will be called. BOTH TEAMS will be given a thrown bat warning. Any subsequent thrown bats will result in an automatic out.

Base Running Rules

- Leadoffs:
 - Runners MAY lead off up to a maximum of 6 feet from the base.
 - Leads may only be taken once the pitcher engages the rubber.
- Pickoffs:
 - Balks may be called on the pitcher. Minor balk infractions shall NOT be called.
 - Two balk warning per pitcher.
 - When a balk does occur, the play will be called dead. Baserunners advance one base.
 - If a pickoff results in an overthrow, runners may only advance one base and do so at their own risk. After an overthrow, if the defense puts the ball “back in play” by attempting to throw an advancing runner out, then play continues as normal and runners can continue to advance at their own risk.
- Stealing:
 - 1st to 2nd base and 2nd to 3rd base:
 - Base runners MAY steal, but the runner may only begin the process of stealing once the pitcher has started their motion toward home plate.
 - Runners may NOT attempt a steal on a throw to any other base. For example, if the pitcher makes a pickoff move to a base, no runners are allowed to advance.
 - 3rd base to home plate:
 - Runners MAY advance to home on a passed ball, wild pitch, or other “live ball”.
 - Runners MAY NOT steal home.
 - If the pitcher has engaged the rubber or any part of the batter is in the batter’s box, any attempt to begin advancing from 3rd to home would be considered “stealing home”. The runner will be called out. All other runners must return to the base they occupied when the steal attempt began.
 - If the pitcher has NOT engaged the rubber AND the batter is completely out of the batter’s box when the attempt to advance to home was initiated, then the runner may advance from 3rd to home.
 - If a batter is walked, all baserunners may only advance one base.
 - Any show of intent to advance more than one base on a walk will be considered an attempt to bait the defense. The play will be called dead, the runner will be called out, and all other runners will return to the base they occupied after the walk.
- Running base to base:
 - A runner may attempt to advance on a passed ball, wild pitch or throwing error.
 - Exception: Runners may only advance one base on a pickoff throwing error.
 - Runners must avoid contact with a fielder that is attempting to field a batted ball. If the runner makes contact with said fielder, interference is called, play is stopped, and the runner is out.

- If a fielder NOT attempting to field a batted ball makes contact with a runner trying to advance to the next base, interference is called, play is stopped, and the runner is awarded the next base.

- Sliding:
 - ONLY feet first slides are allowed.
 - A runner that attempts a head first slide while ADVANCING to a base will be called out.
 - A runner may dive head first if returning to a base.
 - There is no rule requiring runners to slide on close plays, but the runner must avoid contact at all times.
 - The runner is out if they do not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag.
 - If a defensive player blocks a base, home plate or a base line without possession of the ball, obstruction is called and the runner is awarded the base.
 - If a runner jumps, hurdles, leaps or dives over a fielder, the runner will be called out.

- Pinch Runners:
 - A pinch runner is allowed if a base runner is injured.
 - The pinch runner must be the player who made the last out as a batter.
 - Pinch runners are NOT granted for pitchers, catchers or anyone else, other than in the case of injury. If a pitcher is removed for a pinch runner due to injury, they may not serve as pitcher for the remainder of the game.

- Ground Rule Doubles:
 - Any fair ball that goes out of play (bouncing over or rolling under the fence) and is unplayable by the fielder (which can be signaled by both arms in the air) is a Ground Rule Double. Such a signal is NOT required.
 - The batter and the baserunners shall advance two (2) bases from where they were at the time of the pitch.