

Major League Rules (Age 10-12)

GOALS

1. Continue development of fielding, throwing, hitting, and base running skills.
2. Further develop players understanding of the game of baseball.
3. Begin developing pitchers.
3. Add a deeper level of competition to the game while still placing focus on skill development and confidence.

EQUIPMENT

1. Jerseys, hats, and pants will be given to the players to wear at the games. No shorts or jewelry are allowed for safety purposes.
2. All batters, base runners and players on deck, **MUST** wear protective headgear.
3. Players supply their own gloves and soft spikes. Tennis shoes are **NOT** allowed at this age.

COACHES/MANAGERS

1. You **MUST** always set a good example of **GOOD SPORTSMANSHIP** for all players and spectators.
2. Coaches will meet before the beginning each game to go over ground rules and cover any questions.
3. Injured player **MUST** be attended to immediately. Ice packs will be made available at the concession stand as needed for injuries.
4. Coaches are responsible for forwarding all practices, games and events to the players in a timely manner.
5. Major League is the most competitive division in our league. Players are still developing at this level, just as the previous levels. Be patient with your players. Do not forget that, while Major League is a more competitive league, the goal of the Police Athletic League is to develop positive relationships with the kids in our league. The Police Athletic League uses positive reinforcement to build these relationships.
6. Coaches need to identify at least two players on their team that they feel are capable of handling the duties of the pitcher position. These players should receive special instruction and practice with this position. Beginning in the Minor League, the pitching position becomes one of the most important positions on the field. The Police Athletic League will look into ways to assist coaches in developing pitchers for our league.

FIELD

1. The base paths will be 70 feet in length and pitcher's mound will be 50 feet from the home plate.

LENGTH OF GAME

1. Regulation games will be 6 innings or 1 hour games in length (all innings started **MUST** be completed in full). If time limit is almost up, **DO NOT** start another inning.
2. Rainouts will be cancelled and rescheduled by the Police Athletic League and can be viewed on the website. Players **MUST** show up to their scheduled game/field time (unless called before hand) and any cancellations may be done up to 15 minutes after the start time of the game.

OFFENSIVE RULES

1. First and third base coaches may be used on offense. Both coaches must remain out of the field of play at all times. Any interference with a ball in play, or a defensive player, will result in the batter being called out and no advancement by base runners. Base coaches are not to interact in any way with defensive players during play. They are to only instruct base runners.
2. Each player is placed in number sequence for the batting line-up before the game begins. A copy of this line-up will be given to the score keeper and the opposing coach before each game. The line-up must contain each player's name and number. Any batter that bats in a different spot in the line-up other than the one given to the score keeper will be called out after taking one pitch. It is the responsibility of the score keeper of each game to alert the umpire if a team is batting out of order.
3. If the batter throws the bat, he/she will be given one warning. After that, he/she will be called out.
4. Runners that run past a teammate on the base in front of him/her will be called out.
5. If an offensive team scores five runs in one inning, the other team will then have an opportunity to bat regardless of how many outs have been recorded. No more than five runs can be scored by an offensive team, per inning, at any time.
6. Players may steal a base only after the ball has crossed home plate after each pitch.
7. Any base runner attempting to dislodge the ball from a catcher that is blocking home plate will automatically be called out. The base runner will be allowed to slide into home plate only. There are no exceptions to this rule.
8. If there is a runner on third base, the batter must temporarily leave the batter box after each pitch to ensure that there is no play at home, or at third base. If the runner on third base attempts to steal home and the batter has not moved out of the field of play, the base runner will be called out by the umpire.
9. The following is **NOT ALLOWED**: lead offs, head first sliding, pinch hitting, or protesting.

DEFENSIVE RULES

1. One coach will be allowed outside his/her team's dugout while their team is on the field. This coach is to stay in close proximity to the dugout and be sure not to interfere with other base coaches or base runners.
2. The defensive team will field up to 10 players. This is to include standard baseball infield positions and up to four outfield positions.
3. Play is ruled dead when the pitcher has control of the ball and is on pitcher's mound.
4. Runners on base may be forced out or tagged out per regulation baseball rules.
5. If a base runner is interfered with by a defensive player, they will be allowed to safely advance to the base in which they were attempting to occupy when the interference occurred.
6. Base runners will be allowed to advance bases on overthrows in Major League.

SCORING

1. Scoring will be kept using regular baseball rules.

All issues involving rules, as well as disputes during gameplay, are to be addressed to the Athletic League Program Director or a program representative present at the ball park. Disputes should not be handled between the parents and/or coaches for each team. All rulings made by umpires or Police Athletic League representatives are **FINAL**.