

# 2024 Willowick Baseball

## Mel Harder League Rules

### Major Division

Age Cut-Off	5/1
Pitching Mound Distance	50'
Base Distance	70'
Bat Restrictions	Max 2 3/4" diameter, -11 with official markings
Umpires	1 Certified Umpire (2 non-certified, 16-year-old is okay), paid by home team
Regular Season Game Days	Monday, Wednesday
Game Start Time	6:30 PM
Grace Period	10 Minutes – if game is not started by 6:40 PM, team short on players will forfeit 6-0
Game Time Limit	2 hrs. – no new inning to start after 8:30 PM. Innings that start before 8:30 PM can end after 8:30 PM. Umpires have discretion for darkness, weather, and field conditions at any time.
Minimum # of players	8 – late players may be added to end of batting order
Call-Ups	To make 9 players only – Regular Season Games: From same age division or one level down, must be registered with respective community league – no outside players – can only play outfield. Playoffs: From one level down ONLY – can play any position
# of innings per game	6
Run Limit per Inning	7 Runs with Continuous Play Continuous Play means a team may score more than 7 runs if additional runs come in the same play as the 7 <sup>th</sup> run is scored. A MAX of 10 runs is thus possible per inning. The last inning is unlimited, meaning an unlimited number of runs can be scored.  There are no run limits after the 3 <sup>rd</sup> inning.  There are no run limits during play-offs.
Mercy Rule	10 runs after 4 complete innings (3 ½ if home team is up 10).

Mandatory Play Time	2 innings – does not have to be consecutive, any position
Conduct	Any player or coach ejected from a game is ineligible to play the remainder of that day, as well as the next game (regular or tournament)
Mandatory Scorebooks	Home Scorebook is the official book for reported scores, if any discrepancies, league directors will resolve.
Metal Spikes	NO
Non-permitted attire by Pitcher	No White Sleeves, White Mitts, Non-Prescription Sunglasses, Batting Glove Under Mitt, Jewelry
Pitch Count Restrictions	<p>Daily Limit – 85 Pitches  1-30 Pitches – 0 days of rest  31-50 Pitches – 1 day of rest  51-70 Pitches – 2 days of rest  71-85 Pitches – 3 days of rest  86+ - 4 days of rest</p> <p>*a pitcher may go over the daily pitch count as long as they start a new batter before reaching the daily limit  (Ex a pitcher can start an at-bat on his 85<sup>th</sup> pitch and can finish the at-bat. Once batter is deemed on base safely or out, the pitcher is to be replaced by the next pitcher.)</p>
Pitch Count Record & Pitcher Availability	<p>Pitch Counts from Previous 4 days must be shared with opposing team, otherwise picture may only pitch a max of 30 pitches (no days of rest max)  *If a team is found to be in violation of pitch counts, contest is forfeited 6-0</p>
Pitch Tracking	Both teams must have someone to maintain pitch counts for both teams. Both scorebooks must reflect the number of pitches by both teams at the game. Both Coaches must sign off on the other's scorebook. Discrepancies should be resolved on the field. If a team is using electronic scoring device, a scorebook must be maintained for the purpose of the rule. Scorebooks must be taken to the field for ALL Games and are subject to review by opposing managers, league officials, and umpires for purposes of ensuring players are rostered and to ensure overuse of pitchers does not occur.
Pitcher Re-Entry as a Pitcher	NO
Pitch Type Rules	NO Curveballs. One warning, then removed from the game for unsportsmanship-like conduct. This does not include pitches that move naturally due to the pitcher's natural throwing motion.
Pitcher Warm-Up by Coach	YES
Intentional Walk	NO – Play is dead on a walk. Runners may only advance to next base – no advancement on a misplayed ball on a walk
Balk	Consists of any motion associated with a pitch and does not complete the delivery. On the first offense

	a pitcher shall receive a warning, on the second offense each runner is awarded one base, and the batter shall remain at bat with the previous pitch count.
Hit Batter Limit	Replace Pitcher on 3 <sup>rd</sup> Hit Batter
Visits to Mound	2 visits, pitcher must be replaced on 3 <sup>rd</sup> visit
Catcher's Required Equipment	Catcher's Mitt, Cup, Chest Protector, Shin Guard, Helmet (throat guard optional)
Catchers Permitted to Pitch	YES
Catchers Pitching Restrictions	NONE
Coaches on Field of Play	NO
Continuous Batting Order	YES
Lead Offs	YES
Courtesy Runner	May be used for an injured player. The last batter to record an out or a substitute not in the game may be used.
Thrown Bats	Warning to both benches on the first occurrence and thereafter the batter will be called out for throwing a bat.
Collisions	Understand the following, whether intentional or unintentional: *Offensive Interferences is the act (physical or verbal) by a member of the team at bat who illegally impedes, hinders, or confuses any fielder: or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline. *Defensive Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to contact a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases unless the fielder is in possession of the ball or making the initial play on a batted ball. The act may be physical or verbal.
Balls	Are always live
Dropped 3 <sup>rd</sup> Strike	YES
Sliding	No headfirst sliding, unless it is an attempt to return to the last base occupied.
Stealing	All bases are permitted. 5 steal limit on any base per inning. Advancements (passed balls, overthrows, errors, etc) are unlimited. As a courtesy to the opposing team, when someone is up 10 runs, there will be no stolen bases.
Uniforms	All players must have their shirts tucked in and hats worn in proper manner. No player will be permitted to play in shorts.