

Columbus Parks and Recreation Major/Minor Combo Rules

1 Changes from last year highlights

- None

2 Governing Rules:

- 2.1 All Leagues in the Columbus Parks and Recreation are governed by the “Official Playing Rules of Baseball”, superceded by the following “Local Rules of the Columbus Parks and Recreation”

3 Game Rules

- 3.1 The length of a game will be 6 innings, unless the mercy rule is in effect when one team leads by 10 runs after 4 innings or 20 runs after 3 innings. No new inning can start after 1:45 from the beginning of the game. In the regular season, if the game is tied, and the time limit has expired, the game will end in a tie. Regular season extra innings can be played in accordance with the time limit. During the end of season tournament, in case of a tie at the end of the time limit, extra innings will be played, until a game winner is decided. There will be no time limit on the championship game of the end of season tournament.
- 3.2 Four complete innings (or 3 1/2 if the home team is leading) constitutes an official game. Once a game begins and is subsequently ended for weather, it will be made up if an “official game” in duration has not occurred. The suspended game will resume from the last completed inning.
- 3.3 Runs scored are recorded. If, at the end of four innings (3 1/2 if the home team might be leading then) or five innings (4 1/2 if the home team might be leading then) one team leads the other by 10 runs, the game will be declared finished and the team leading declared the winner. If, at the end of three innings (2 1/2 if the home team might be leading then) one team leads the other by 20 runs, the game will be declared finished and the team leading declared the winner.
- 3.4 A minimum of seven players must be available at the start of a game to constitute a starting line-up. No outs shall be taken for the missing player’s position in the batting order. If a player is removed from the batting order due to injury, or the necessity to leave the game before its completion, no outs shall be taken for the missing player. If a player arrives late to the game, the player will be added to the bottom (last position) of the original batting order. If a player arrives late and their position in the original submitted batting order has not yet occurred the player can retain their original position in the batting order, otherwise they will be moved to the bottom of the batting order. **In the case that a team is short players due to absent players from their regular roster, a “call up” player may be utilized from the Columbus P&R league one age division lower. The “call up” player will not be allowed to pitch. The “call up” player should bat at the bottom of the lineup and not play more defensively than any players on the regular roster.** If one team fails to have the minimum number of players available to start the game, the other team will be declared the winner, but a practice game will still take place.

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- 3.5 The home team is the Official Scorebook. Each coach is required to turn in their league scorebooks to their division manager at the time they are eliminated from the year end tournament.
- 3.6 Three outs constitute a 1/2 inning.
- 3.7 N/A (Coach Pitch and T Ball adult defensive participation).
- 3.8 There are 9 players on defense. All players except the catcher must be in fair territory when the ball is pitched.
- 3.9 The pitcher must pitch from the pitcher's rubber.
- 3.10 The traditional four balls, three strikes or a ball batted fair constitutes the end of an at bat.
- 3.11 The entire roster constitutes the batting order.
- 3.12 Once the ball is hit fair and is in play, the defense should attempt to make an official out.
- 3.13 Leading off: No
- 3.14 Stealing: Yes; once the ball has crossed home plate.
- 3.15 Dropped 3rd Strike Rule: No
- 3.16 Infield Fly Rule: No
- 3.17 Designated Hitter Rule: No
- 3.18 A runner cannot leave the base until the ball is hit or crosses the plate. Only at the completion of the pitch when it occurred and at the initiation of an umpire can this violation be called (it is not an "appeal" situation). If the ball was not hit or hit and the runner leaving early was out caught stealing or as a result of the ball being hit; the out will stand. If the ball was not hit or hit and the runner leaving early was safe stealing or safe as a result of the ball being hit; he will be returned to the base from where he came from if the ball was not hit or back to the nearest base to the one he left early from if the ball was hit. No run can be scored when occurring from leaving a base early.
- 3.19 A runner does not need to slide feet first (head first sliding is allowed, but highly discouraged).

4 Equipment

- 4.1 Metal cleats are not allowed.
- 4.2 The bat shall be not bigger than 2 5/8 inches in diameter.

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- 4.3 A hardball will be the Official game ball.

5 Participation

- 5.1 Every player must play a minimum of 3 innings on defense, unless the game is shortened due to time limit, darkness or mercy rule.
- 5.2 A player or coach ejected from the game will at least be ineligible to participate in the team's next game. All ejections will be reviewed by the Columbus Parks and Recreation Baseball board in accordance with the Code of Conduct policy.

6 Substitutions

- 6.1 Free substitution is allowed; meaning a player may be substituted for defensively and re-inserted as many times as a coach wishes.

7 Protests

- 7.1 There are no protests allowed on judgment calls by the umpire. A coach may protest a misinterpretation of the rules by an umpire. This must be done immediately after it occurs and before the next, subsequent pitch. It is up to the protesting coach to show the umpire the written rule misinterpreted by the umpire to have the umpire accept it and overrule his original ruling.

8 Pitching

- 8.1 One pitch to a batter in an inning counts as an inning of eligibility. For the regular season, a pitcher may only pitch six innings in one calendar week, (Monday through Sunday). All pitchers will have "zero prior innings pitched" as a basis for the first game of the year end single elimination tournament. For the year end single elimination tournament, a pitcher may only pitch 6 innings in two consecutive games.
- 8.2 A pitcher that receives two visits to the mound from any coach within the same inning must be removed from the mound at the point of the second visit for a new pitcher, and cannot pitch again the remainder of the inning. The pitcher being removed from the mound can still stay in the game in another position. The pitcher can be reinstated to the mound, in another inning, if the pitcher has innings left of pitching eligibility.
- 8.3 In the event a pitcher hits two batters in a single inning, the pitcher must be removed from the mound for that inning. However, he can be reinstated in another inning, if the pitcher has innings left of pitching eligibility. Should he total four hit batsman in any combination, he shall be removed from the mound for the remainder of the game.

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9 Year End Tournament

- 9.1 There is a year-end tournament. Win – Loss records from the regular season will be used to seed the teams for the tournament. **No time limit for Championship Game.**