

2023 Willie Mays

Rules & Information

Home/Visitor:

As scheduled on SE APP, Website & Excel Spreadsheet

Game Length:

6 Inning games, no new inning will start 2 hours after first pitch.

Pitching:

Mound Distance is 46'6"

A player may only pitch 4 Innings per week, 2 innings max per game.

One pitch constitutes one inning.

Four pitched balls will constitute a walk, batter must take possession of first base.

Four walks in a row in the same inning and the pitcher must be removed. (HBP = 1 Walk)

No curve balls are allowed. First offense is a warning, second is automatic ejection.

No balks will be called

Only the starting pitcher can re-enter the pitching position (If they only threw 1 inning to start).

Pitcher cannot re-enter the pitching position in the same inning they were removed.

Pitching Distance & Bases:

Mound = 46'6"

Bases = 60'-65' apart

10-Run Rule:

The game will end at the conclusion of 3.5 innings if the home team is ahead by 10 runs or more. The game will end after 4 innings if the visiting team is ahead by 10 runs or more.

Scoring Limitations:

Five runs max per inning, 8 run max in the 6th inning

Batting:

Continuous batting is mandatory, everyone bats.

No advancing to first on a dropped third strike.

Bunting is allowed

Fielding:

You may play up to ten Fielders (4 outfielders) IF both teams can field 10.

Play is allowed with a min of 7 players, 6 or less = Forfeit (Players from Majors can play up)

Substitutions:

Free substitution is allowed in the field. However, each player must play in at least two of the first four innings. Batting lineup never changes for that game.

NOTE...an injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the player's participation for the remainder of the game. It will not be recorded as an out. Injury ONLY.

Balance play for all players EXCEPT for injury or player discipline.

ONLY rostered players from STMA Majors level can substitute when short players.

General Rule(s):

No infield fly Rule.

Winning team to report scores with League Coordinator.

Base Running:

Stealing is not allowed. No advancing on pass ball, overthrow or Dropped 3rd strike.

No taking Home on a pass ball. Runners can only advance home on a hit, walk, or HBP.

On a batted ball, the runner(s) can advance at their own risk until play is dead.

Sliding is not required. In the event of a slide, it must be legal. No head first, jumping, hurdling, or leaping.

Courtesy Runner:

A courtesy runner (the last runner to be put out) will be allowed only for the catcher and only when there are two outs.

Coach/Player/Fan Conduct:

Arguing with an Umpire will not be tolerated. All Umpire calls are final.