



Georgia Sports Officials Association

2016 GRAYSON/ARCHER INTERLEAGUE RULES - MAJORS

All games at all Parks will be played in accordance with Dixie Youth Baseball unless otherwise modified by the following rules.

MJ 1. Game Times and Scoring

- A. 6 inning games
- B. Time limit 1 hr 40 min.
- C. No run limit max per inning. Insurmountable lead rule is in effect (Game should end if and when win or tie is impossible)
- D. Game may end in a tie and need not be completed unless League standing is impacted.
- E. Incomplete games (less than 4 inning) need not be resumed unless League standing is impacted.
- F. Mercy Rule is 15 runs after 3 or 10 runs after 4 innings [DYB Rule 4.10(a)]
- G. "O" Zone" rules will apply i.e.
 - Runners may lead off
 - Infield Fly will apply
- Balk will be called
 - √ Immediate dead ball
 - √ Runner(s) awarded one (1) base.

MJ 2. General Rules

- A. Faceguards are not mandatory [DYB Rule 1.16(d)]
- B. Headfirst slide [DYB Rule 7.08 (l)]
 - not allowed (with or without face mask/C-Flap) when player is advancing to a base
 - Runner will be out, ball is live and other runners may advance
 - allowed (with or without face mask/C-Flap) when player is returning to a base
- C. Bats [DYB Rule 1.10]
 - 2 ¼" D must be BPF 1.15 Approved
 - 2 5/8" D are legal for this Level of play
- D. Each team to provide their own baseballs. (1 per game minimum per team)
- E. Courtesy runner for Catcher of Record at any time other than in the 6th inning.
 - Last out will be runner.
 - In case of no out in the 1st inning, the last batter in the order will be the runner.
- F. No fake bunt and then swing away.
 - Contact is not necessary.
 - The batter is out, ball is dead and runners cannot advance.
- G. Free defensive substitutions are permitted provided that minimum play requirements, determined by each team's Local Association, are met.
- H. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.
- I. If a team starts play with eight (8) players, an automatic out will be taken for the ninth (9th) position in the batting order for every cycle through the batting order. (No penalty of an out, if loss during the game is due to injury/sickness). At the discretion of the team Manager; If a player arrives late for the game, that player may enter the game and be inserted at the end of the batting order, even if the team has already completed one cycle through the batting order.
- J. A team warning for "slinging the bat" will be issued for the 1st offense. Each team player will be called out on any subsequent occurrence.



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MJ 3. Replacement Players

Will be allowed during Regular Season but not Post Season Tournament play, when your team falls below nine (9) players.

- A. Replacement player(s) can be from another Rec. team from your Association of same or lower Level
- B. If only one (1) team in your Association, replacement player(s) can be from another Rec. team of same Level in your League
- C. Cannot add to more than nine (9) players to a team.
- D. The added player(s) must bat last, play in the outfield and will not be allowed to pitch.

MJ 4. Pitch Count Rules

A. Pitch count/rest requirements:

- 1 – 20 pitches: No rest required
- 21 – 35 pitches: 1 Days rest (24 hours)
- 36 – 50 pitches: 2 Days rest (48 hours)
- 51 – 65 pitches: 3 Days rest (72 hours)
- 66 – 75 pitches: 4 Days rest (96 hours)

B. Maximum pitches in a game will be 75. If a pitcher reaches his maximum pitch count, he will be allowed to complete the at-bat of the hitter he is facing.

C. Any pitcher delivering more than 45 pitches in a game will not be allowed to play the position of catcher for the remainder of the game.