Purit★s BASEBALL

2027 MAJORS DIVISION RULES

PRE-GAME:

- Ground Rules - The umpire will go over the ground rules with the managers prior to the game.
- Managers should exchange lineups at least 10 minutes prior to the start of the game.
- Pre-game warmups will take place in the outfield and in the foul-ball area of the infield.
- Players must be in the required uniform to be eligible to play, unless given permission by a league representative. Required uniform is: team jersey, team hat, team socks and solid gray pants.
- There is a 10-minute grace period from the scheduled start of the game if a team is short of players.
- The home team is the official scorer. Scorekeepers from each team should communicate with each other after each half inning to avoid any discrepancies. If there is a discrepancy, ask the home plate umpire to stop the game until it is resolved. If it is unable to be resolved, the home team's scorebook will be considered official.
- Teams are permitted to play with 8 players. If a team has only eight players at game time, the game will begin. No automatic out for the ninth position in the batting order. If a ninth player (or more) arrives after the start of the game, simply insert them into the bottom of the order and continue play as normal.
- Regular NFHS rules will apply for all rules not specifically covered otherwise, at the umpire's discretion. The League Commissioner will have the final say for any rules questions and has the right to modify rules at any time in order to ensure fair play and safety for all players.

GAME-PLAY:

- Base distance for Majors is 70' and the pitching distance is 50'.
- A regulation game is 6 innings - no new inning can start after 1 hour 45 min. Once a new inning has started, it must be completed.
- Run Rule (if home team is trailing, they get their at bat): 15 after 4 innings, 10 after 5 innings.
- Teams can score a maximum of 6 runs per inning or until three outs are recorded. During the 6th inning only, there is a maximum of 12 runs that can be scored (or 3 outs, whichever occurs first).
- The umpire shall inform both teams of the official start time of the game.
- If a regulation game is tied after 6 innings, and the game is under the time limit, the game will go to extra innings until there is a winner, or the time limit is reached, whichever occurs first.
- An official game is a game that has been called due to weather or darkness and has gone at least three innings (2 ½ if the home team is winning). An official game that has been called in the middle of the inning must revert back to the last completed inning for the official result, unless the home team took the lead in the current inning. Both teams must have batted the same number of innings.

- Free defensive subs: any player (whether in the batting lineup or not) is allowed to play defensively at any point during the game. Players can move in and out of defensive positions without any changes to the batting order. This rule is designed to allow for more players to be involved in the game.
- For regular season: Teams must roster bat all available players and each player must play 2 innings in the field.
- For playoffs only: Teams can choose to bat any # of players, minimum of 9 (including roster batting). If roster batting, and a player is removed from the game (for an illness, injury, or ejection), that spot in the lineup will be skipped and is not considered an out. If not for a reason listed above, it will be considered an out. Each player must play at least 2 innings in the field **and** have at least 1 at bat each game.
- A player arriving after the start of the game must be added to the bottom of the batting order.
- If a player is injured, becomes ill, **or for any other reason needs to leave the game**, his place in the batting order will be skipped, without penalty (no automatic out). The player will be permitted to return to his original place in the batting order at any time.
- Should a team try to take advantage of the previous rule, in the league's opinion, the Head Coach of that team will face a suspension and possible removal from the league.
- Teams will play with 9 players defensively, when possible. 6 infielders (3B, SS, 2B, 1B, P and C) and 3 outfielders.
- No player is permitted to pitch more than 4 innings in a game/day. One pitch in an inning shall be considered pitching an inning.
- No pitcher should pitch more than 40 pitches in one inning, or more than 80 in one game.
- Any pitcher who throws 40 or more pitches in a game is ineligible to pitch the next day. Any pitcher who throws 60 or more pitches in a game is ineligible to pitch for the next two days.
- Coaches are encouraged to follow the USA Baseball Pitch Smart guidelines regarding rest for all pitchers! Puritas Baseball does not track pitching, these are simply guidelines and recommendations.
- Once a player is removed from the pitching position, they may not return as a pitcher in that game.
- **If team is found to be in violation of these pitching rules, fix the error when noticed, no forfeit.**
- Games are a maximum of 6 innings in length. However, if a regulation game ends in a tie and is within the time limit, the game will go into extra innings until there is a winner, or the time limit is met, whichever happens first.
- If a regulation or official game ends in a tie, a tie game will be considered the official result.
- Runners are permitted to lead off and steal per NFHS rules**.**
- Balks will be enforced at the umpire's discretion (please understand that most of these players are just learning how to hold runners on and we do not want this to turn into a balk being called for every small infraction). Umpires will be instructed to primarily call balks if the pitcher's actions put the runner at risk to be put out. One balk warning per pitcher. Balks are an immediate dead ball.
- **The "Drop 3rd Strike" rule is in effect during Majors games.** If the 3rd strike is not caught by the catcher, the batter has to be tagged or an out recorded at first base with less than 2 outs and first base open. If first base is occupied at the time of the pitch, **and there are less than 2 outs,** the batter is automatically out. With 2 outs, it is a live ball even if first base was occupied at the time of the pitch.
- **The "infield fly" rule is in effect during Majors games.**
- **Bat Rule for Majors:** Barrel width limit is 2 3/4" max. Bats must carry the "USSSA 1.15 BPF" logo or the "USA Baseball" logo. Bats approved by USA Baseball will not have 1.15 BPF logo since they are already manufactured as a reduced injury bat. There is no limit on the length/weight ratio.
- There is no "slide or give up" rule. However, if, in the judgment of the umpire, there is malicious contact by the runner, the runner is out. If the umpire feels the contact was flagrant, the runner may be ejected from the game.

STANDINGS/SCORE REPORTING:

- Standings will be kept by the following point system:
  Win…….5 points
  Tie……...2 points
  Loss……1 point
  Forfeit….-3 points

- The winning team is responsible for entering the score on the clipboard in front of the league office. In the event of a tie, the home team is required to post the score. Scores must be registered immediately following the game. Failure to do so could result in no points being awarded to the team responsible for reporting the score. **Scores can also be texted to 216-402-5525 within 2 hours of the game ending. Please be sure to include team names and division when submitting scores.**
- Protests - If a manager wants to place a protest due to an umpire not properly applying Puritas Rules, the manager must do so prior to the next pitch. They must immediately notify the home plate umpire and the official Puritas Rules must be checked to verify correct ruling has been made. Protests of an umpire's judgment regarding balls, strikes, outs, or fair/foul balls, are **never** allowed to be protested.