

NEOSHO VALLEY

MAJOR LEAGUE RULES

Revised March 2025

AGE: 5th and 6th grade boys are eligible to play.

PITCHING: To ensure safety, we have decided to adopt the MLB pitching guidelines. Each team's scorekeeper is expected to keep the pitch count for both teams. Both scorebooks should meet in between innings to make sure they are correct. If books are off, home score book will be the one that is considered correct. The guidelines below will determine how many pitches can be thrown in a night and how many days of rest are needed. The use of an illegal pitcher shall result in forfeiture. Pitchers who have been removed from pitching position may return to pitch as long as their coaches have not made more than 1 visit to said pitcher in any one inning, they haven't been removed from the lineup, and they haven't exceeded their pitching limits. Intentional walks are not allowed.

Grade	Daily Max	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
3-4	75	1-20	21-35	36-50	51-65	66+
5-6	85	1-20	21-35	36-50	51-65	66+
7-8-9	95	1-20	21-35	36-50	51-65	66+

STEALING: Lead-offs and steals are permitted.

LINEUPS: Each coach has the option of putting all his players in the batting order if they choose to do so, however they must have at least a 10 player lineup if they have enough players on their bench. If teams have less than 9 players in their batting lineup they will take an out each time those spots come up in the batting order. Any player listed in the batting order may play the field each inning, up to the maximum of 10. Any players not in the batting order have to use the standard re-entry rule, which states that a substitute may enter the game for a starter and the starter may re-enter the game at a later point, but must be entered into the same spot in the batting order.

RUN RULE: The offensive team shall bat until they get three outs or score 6 runs.

LENGTH OF GAMES: Doubleheaders will be scheduled if field availability allows. Games will be 5 innings in length with a 1 ½ hour time limit in the 1st game and a 1-hour time limit in the second. If the game is tied in the 1st game at the end of the time limit or regulation it will be extended for 1 extra inning. When the 1-hour time limit expires in the second game, the game is immediately over once the current batter at bat is finished. Seeded games will not be double headers and will be 7 innings with a 2-hour time limit. All Games will be ruled over when the run rule makes the score mathematically out of reach. There will be 10 minutes between games, teams must be ready to start play after this time period.

SLIDE RULE: Runners are expected to avoid contact. If the fielder is in the baseline, the runner is permitted to avoid contact by running around him, provided this isn't done to avoid a tag. Excessive contact from failure to slide shall result in the runner being ruled out.

BATS: Baseball bats may not exceed 34" in length, and the bat barrel may not exceed 2 3/4" in diameter. Non-wood bats must bear a BPF 1.15 certification mark. Wood bats that do not exceed 2 3/4" in diameter are allowed. All certification marks must be permanently applied to the bats by the manufacturer and may not be a sticker or decal. USA Baseball certified bats will be allowed as long as they fit the specifications listed above.



MISCELLANEOUS INFORMATION:

1. Infield fly will be used.
2. Dropped third strike **will not** be used.
3. Steel cleats **are not** permitted. Catchers shall wear full protective gear.
4. Pitching distance - 50 feet. Base length - 70 feet.
5. Neosho Valley leagues are tobacco and alcohol free.