

Playing Rules: Local Rules Applicable to MCB Upper Leagues (Majors, AAA, & AA)



Guidelines:

- Order of precedence: Local Rules and Administration Rules, followed by Dizzy Dean then Official Little League Rules (OLLR) apply.
- Rules are read left to right (i.e. Major Rules apply unless exception per League).

Game Length	Majors	AAA	AA
	<ul style="list-style-type: none"> Normal Length. Except as provided below, no inning starts 1:45 after game start. An inning is deemed to start as soon as the last out in the preceding inning is called by the umpire. Once started, innings are completed unless the winning team has been determined (a minimum of 3.5 innings are required to be a complete game). Tie games are permitted; however, a tie may go into extra innings provided the 7th or any subsequent extra inning starts prior to 1:35 minutes after game start. No inning will start after 10:00 p.m. Playoff Games. The 1:45 time limit is waived for championship games. There is a 2:00 time limit for semi-final games. For all other playoff games, no inning may start 1:45 after game start unless the teams are tied. If, at the end of an inning after regulation time, the game is tied, each team begins their half of the extra inning(s) with a runner on second base and one out. The last completed batter from the previous inning is the runner placed on second. Games shall continue until such game has been decided by one team having more runs than the other. Pitching and substitution rules will be the same for all such extra innings. Start Times. The first game of the day will be considered to have started at the scheduled time unless bad weather requires field preparation. Mercy Rule. If a team is ahead by 15 or more runs at the end of 4 or more complete innings (3.5 innings if Home Team is leading) or 9 or more runs at the end of 5 or more complete innings (4.5 innings if Home Team is leading), the game is over. Mercy Rule does not apply to Championship games. 	<p><i>Same as Major except:</i></p> <ul style="list-style-type: none"> If a team is ahead by 13 or more runs at the end of 4 or more complete innings (3.5 innings if Home Team is leading) or 7 or more runs at the end of 5 or more complete innings (4.5 innings if Home Team is leading), the game is over. Mercy Rule does not apply to Championship games. 	<p><i>Same as AAA except:</i></p> <ul style="list-style-type: none"> If a team is ahead by 9 or more runs at the end of 4 or more complete innings (3.5 innings if Home Team is leading) or 5 or more runs at the end of 5 or more complete innings (4.5 innings if Home Team is leading), the game is over. Mercy Rule does not apply to Championship games.

Majors	AAA	AA
<ul style="list-style-type: none"> Rest Rule. Please see attachment 1 regarding Pitch Count Regulation. All pitching limits apply regardless of the number of games (including makeup games) played in the week. Visits with Pitcher. There will be a maximum of 2 mound visits in an inning or 3 visits in a game by a Manager or designee, regardless of how many visits to an individual pitcher have occurred. The pitcher must be removed on any subsequent visit of the inning or game. Visits to remove a pitcher or check on an injury will not be counted towards this limit. Hit Batsmen. Pitcher is removed from mound after 3 hit batters in a game. Intentional Walks (IBB) are not allowed. Pitchers Returning to the Mound is NOT permitted. Coaches may warm up pitchers. 	<i>Same as Major.</i>	<i>Same as AAA except:</i> <ul style="list-style-type: none"> Pitchers Returning to Mound. Subject to the pitch count rule, pitchers may return to pitch during a game one time. The 2nd appearance cannot be in the same inning in which they were taken out. 10-year-old Pitchers. 10-year-olds must be approved in advance to pitch by the League Director.
<ul style="list-style-type: none"> Batting Order. The batting order must have at least 8 spots. All members of a team will be in the batting order. Late arrivals are to be added at the end of the order. If a team has only 7 players available at any time during the game, the open spot in the batting order will be an automatic out whenever it is the open spot's turn at bat. During the Playoffs, any team that does not have 9 batters must take an automatic out whenever it is the open spot's turn at bat. Teams that begin with 9 batters, but lose a batter to injury, will NOT have to take an automatic out as long as 8 players remain in the lineup. Injured players may re-enter at any point in the game. Fielding. There is free substitution of players on defense (subject to the pitching rules). Players must start at least every other game. No player shall sit out more than two innings in a game until all players have sat out two innings. <ul style="list-style-type: none"> To have recorded a played inning for any of the league participation rules, a player must start and end the inning in the field (in the infield for leagues requiring infield play) and not spend any time on the bench during that inning. Catching/Pitching. Any catcher who catches all or part of four (4) innings in a game cannot pitch that day – if 1 pitch is taken in an inning that is recorded as an inning. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. This rule shall be interpreted that no player may catch in four or more innings and pitch in that same game, regardless of the order the playing time may occur. Likewise, regardless of order, no player may catch any part of an inning and throw more than 40 pitches in the same game and/or day. 	<i>Same as Major except:</i> <ul style="list-style-type: none"> Fielding. Every player must play at least one inning in the infield (P, C, 1B, 2B, 3B, or SS), except that in games lasting 6 innings or more, each player must play at least two innings in the infield. No player shall sit out more than one inning until all players have sat out one inning. 	<i>Same as AAA except:</i> <ul style="list-style-type: none"> Fielding. Every player must play at least one inning in the infield (P, C, 1B, 2B, 3B, or SS), except that in games lasting 5 innings or more, each player must play at least two innings in the infield.

Majors	AAA	AA
<ul style="list-style-type: none"> Courtesy Runner. A manager may use a “Courtesy Runner” for a runner who is to be the catcher in the next half inning when there are 2 outs. The Courtesy Runner must be the player who made the last out. Base Coaches. Both base coaches may be adults. If no adult is available, then a youth base coach may be used. A youth base coach shall wear a helmet at all times. Jockeying. “Jockeying” occurs when a runner leading off a base is trying to entice a throw from any player. When a runner is jockeying and, in an umpire’s judgment the play has reached a stalemate, time out may be called, and all base runners will return to the base they last occupied. 	<ul style="list-style-type: none"> Containment. Base runners who have stopped forward progress after the ball is in the hand of the pitcher while on the mound may not advance to the next base. Stealing. Stealing is permitted once the pitch crosses the plate. The base runner may not leave the bag until that time (no leads). 	<ul style="list-style-type: none"> Stealing. Stealing is permitted when the pitch gets out of the catcher’s circle (a runner, once the ball crosses the plate, may lead off 3 steps to the “cutout” (1st and 3rd bases) and can proceed with a steal once the ball leaves the circle); the runner may continue to steal bases (with each base being counted as a steal) until (1) the catcher attempts to throw the ball to the pitcher on the pitcher’s mound (the raised portion as well as the turf portion in front of the mound), or (2) the catcher attempts to throw the ball to a base being stolen. Runners may advance one additional base on errant throws by a catcher to a base being stolen (such advancement will not count as a stolen base for purposes of the 4 steal limit). When a batter is awarded a base on balls and the pitched ball leaves the catcher’s circle, the batter/runner is permitted to advance to second and beyond, subject to containment rules. <ul style="list-style-type: none"> Any such base beyond first base shall be considered a stolen base and counted against the steal limit. No more than 4 bases may be stolen in an inning (and only 1 of those steals may be a steal of home). Runners attempting steals beyond the 4-steal limit shall be at risk to be thrown out prior to safely reaching the next base and, upon completion of the play, must return to his original base. An unsuccessful steal attempt (i.e. runner thrown out) does not count as a steal for purposes of applying the limit. Advancement on Throws Back to Pitcher. In addition, runners may advance when the throw from the catcher to the pitcher is errant or mishandled and the ball rolls off the pitcher’s mound (the raised portion as well as the turf portion in front of the mound), or if the pitcher catches the throw off the the pitcher’s mound (the raised portion as well as the turf portion in front of the mound)(this includes throws after a stolen base). Runners may try to advance until the pitcher has possession of the ball on the raised dirt portion of the pitcher’s mound. Advancement under this situation does not count as a stolen base. Jockeying. “Jockeying” occurs when a runner leading off a base is trying to entice a throw from any player. Jockeying is not permitted; the runner is at risk and may be thrown out while not on a base. Upon completion of the play, any runner who advanced safely after jockeying must return to the original base. When jockeying occurs, the umpire may call time out and all base runners will return to the base they last occupied.

Safety Rules

Majors	AAA	AA
<ul style="list-style-type: none"> Head-First Slides. Head-first slides are allowed except for when base runner has a cage on his/her helmet. Head-first sliding with a cage on the helmet is an out. Head-first slides returning to a base are permitted, ONLY without a cage on the helmet. Violations result in an out. Sliding. The runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. <ul style="list-style-type: none"> A runner does NOT have to slide at home plate but must attempt to avoid a tag only if the player at the plate has ball in hand and is awaiting a tag. A runner does NOT have to avoid a fielder if they don't have the ball awaiting a tag. Bat Throwing. A player who throws the bat unintentionally will be warned by the umpire. If that player subsequently throws the bat, he will be called out. The defensive manager has the option of accepting the results of the play or calling the batter out and the play being dead. Players who throw the bat intentionally are out and receive no warning. Batting. Practice swings in the dugout are strictly prohibited. Only the current batter can take warm-up swings in the area between the dugout and the batters circle. No other player may swing a bat. Batting Safety. No player may swing a bat unless they are: <ul style="list-style-type: none"> At the plate taking their turn in the lineup. Bats should not be in the hand of the on-deck batter until he/she is leaving the dugout for their at bat. No person under the age of 18 is permitted to throw any batting practice (in a cage or on a field). Helmets. Helmets must be worn by ALL batters in ALL batting cages. Fake Bunt / Swing Rule. A Fake Bunt and then Swing in ANY LEAGUE is NOT ALLOWED! Batters may not fake a bunt, pull back and swing away as this presents a safety issue. Any batter performing a fake bunt and slash play will be called out and the ball will become dead without allowing any base runners to advance. 	<p><i>Same as Major except:</i></p> <ul style="list-style-type: none"> Head-First Slides. Runners who slide head first while advancing to a base are automatically out. Head-first slides returning to a base are permitted, ONLY without a cage on the helmet. Violations result in an out. 	<p><i>Same as AAA except:</i></p> <ul style="list-style-type: none"> Bullpen. Pitchers warming up to pitch in the areas down the lines must be protected by a player wearing a helmet or an adult who face the batter.

Special Rules

Majors	AAA	AA
<ul style="list-style-type: none"> Forfeits. Game is forfeited if a team does not have 8 players at start of game. If neither team has 8, then both forfeit. Managers may not agree to cancel or reschedule a game. A manager may notify the League Director if an organized school or religious function will result in fewer than 6 players from the team roster being available for the game. Such games will be rescheduled. Practices. Once the season has begun, teams may have one additional optional practice per week. The Manager has the responsibility of finding an appropriate location. This rule applies at the Major level only. Coach on field. One defensive coach is permitted on the field and must remain within arms reach of dugout gate. Infield Fly. Infield fly rule DOES apply. Call-Overs. For regular season games, a manager may arrange for the temporary movement of one or more players from the same League, but only if necessary, to enable his team to have eight or nine players at the start of the game. <ul style="list-style-type: none"> For Majors, any team who is short of 8 players (or wants to play with 9) can use another 12-year-old in Major who was not an 11-year-old Summer Gold Player. The use of a 11-year-old Major player as a replacement player can only be approved by the Major LD if needed to help a game be played. For the regular season or the playoffs, a roster player of a team that arrives after a game has started will be treated as a late arriving player and added to the end of the batting order, and any call-over players that are already in the line-up pursuant to this rule will remain in the line-up for the duration of the game. Any player called over on a temporary basis during the season shall not be allowed to pitch in any game for which he is called over, must not bat in front of any roster player in the batting order except for late arriving roster players, and may only play the minimum number of infield innings per the respective league rules. <ul style="list-style-type: none"> Catcher is considered part of the infield. <i>Example:</i> Major has no infield play requirement, therefore a call over may not play in the infield. A player will not be allowed to play in any game as a call-over player if it would result in that player missing a game played by his/her own team. A player may only miss a practice to play in a game as a call over player with the approval of such player's manager or coach of record. When the game to which a player is being called over precedes his/her regular league game, participation in the call-over game: (1) shall only take place with the approval of such player's manager or coach of record; and (2) shall be limited as requested by the call over player's manager or coach of record, including the duration of his participation and the positions played in the call over game. 	<p><i>Same as Major except:</i></p> <ul style="list-style-type: none"> Scoring Limit. No more than 6 runs per inning may be scored. Any AA or AAA team who is short of 8 players (or wants to play with 9) can use a player from the same league as long as they are not a Gold Player from previous year. Gold players from previous year can replace other Gold Players. 	<p><i>Same as AAA except:</i></p> <ul style="list-style-type: none"> Scoring Limit. No more than 4 runs per inning may be scored. Infield Fly. Infield fly rule does NOT apply.

Special Rules (continued)

Majors	AAA	AA
<ul style="list-style-type: none"> • Call-Overs. Playoff Revision: <ul style="list-style-type: none"> • i. Replacements address the lowest round missing player • ii. Gold Tournament Team player (from previous summer) equates to 1st round player • iii. 7th - 11th Rounds - can be replaced with any player drafted within those 5 rounds • iv. 1st -6th Rounds - can be replaced only with a same or higher round; i.e. 4th round player can only be substituted with 4th-11th rounds, 5th round with 5th-11th rounds etc. • v. Other than first 2 rounds of playoffs, all call-over players must come from team(s) eliminated prior to that round (preference: call-overs come from opposite side of bracket (AL-NL)). If no call-over available from an eliminated team, then the League Director can direct which teams may provide a call-over. • vi. Special Rule for Majors: <ul style="list-style-type: none"> • a. Any previous 11-year-old Gold is equivalent to 1st Rd pick • b. Returning 12-year-old and/or previous 10-year-old Gold players = 2nd Round Pick • c. All others are equal to draft slot • vii. Process for obtaining players: <ul style="list-style-type: none"> • a. Managers need to let respective LD know who they will be missing and who they would like to 'call-over'. • b. <i>If approved by LD</i>, Manager contacts Manager of call over player and makes the arrangement with the parents. • viii. Cannot have call-over player during playoffs unless approved by League Director. • Readiness. Both teams must be ready to play within 3 minutes of last out of the prior half inning. Penalty to batting team is an out. Penalty to fielding team is player who made last out is awarded 1st base. Umpire is not required to enforce rule, but it is available if there is a lack of effort in having team ready. • Scoring Limit. No more than 8 runs per inning may be scored. Scoring Limit per inning does not apply to 6th or later innings for Championship Games. 		

Rule

- **Duty Officers.** Duty Officers are assigned to be present at Murphey Candler Park when practices and games are scheduled. Duty Officers are MCB Directors who are delegated the authority to enforce these rules and handle all matters arising at the park.
- **Weather.** The Duty Officer may postpone practices and games because of weather or field conditions before a game starts. Once a game has started, the decision on playing conditions rests with the Game Umpires.
- **Safety.** Duty Officers may suspend or terminate play because of unsafe weather conditions (i.e. lightning/thunder). Any game in progress at that time will be treated as a game that was called by the Game Umpires for inclement weather for purposes of whether the game is complete, suspended, or replayed.
- **Temperature.** The Board and/or Duty Officer may declare the park closed whenever the temperature drops below 40° F.
- **Umpire-In-Chief.** This person is the MCB Director responsible for the supervision of all umpires at the park. The Umpire-In-Chief (as well as any other Director including the Duty Officer) may not overrule Game Umpires or otherwise intercede in a game in progress except upon invitation of the Game Umpires.
- **Game Umpires.** Two umpires must work every game unless the managers of both teams agree to proceed with one.
- **Plate Umpire.** This person is the Umpire-In-Chief for the game and in full control of the game as provided in OLLR (Coastal, where this role is filled by the field/base umpire). This includes the authority to eject players, managers, coaches, and spectators from the game, the field, the stands or even the park (if necessary) to ensure the orderly conduct of the game. The only exception to this rule is when a senior umpire is training an umpire and has chosen to take the field position – this must be noted to coaches at the plate meeting. Other responsibilities include those in OLLR 9.00 and:
 - Starting and finishing time for the game
 - Expiration of game time limits
 - Acceptability of equipment used in games
 - Number of warm-up pitches in excess of 4 between innings or for new pitchers
 - Whether a player is in uniform
 - Whether a game is to be called on account of darkness, inclement weather, or field conditions once it has started
 - All judgment calls
 - The Plate Umpire's decision in these matters is final and not subject to protest
- **Discussions.** Only the Manager or Coach of Record may, after timeout is called and with the permission of the Plate Umpire, approach either umpire for purpose of discussing a disputed call. The discussion must be mild and brief.
- **Protests.** If a Manager believes a Game Umpire has misinterpreted a playing rule (as opposed to judgment calls, equipment, field conditions, and the like), he has the right to protest the Umpire's decision. He must announce his intention to protest before the next pitch is thrown.
- **Protest Resolution.** Umpires shall halt play and try to resolve the protest with the Duty Officer and both Managers. If agreement is reached, the protest shall be considered withdrawn, even if the ruling is later determined to be incorrect. If the facts are agreed to but agreement cannot be reached, the Duty Officer shall halt play for up to 10 minutes and contact at least two members of the Protest Committee for a spontaneous ruling. If a decision is reached in this manner, it will be final, even if it later proves to be erroneous. If the above steps fail to yield a resolution, the game shall proceed under protest. The protesting Manager must, within 24 hours of the completion of the protested game, submit the protest in writing or via email to the League Director, or if unavailable, the President or Executive Vice President. The League Director (or President or EVP) will note the time and date received and the name and team of the person submitting the protest. It will then be referred to the Protest Committee for action. The Protest Committee will obtain any needed information from the Game Umpires and opposing Manager and render a written decision within 7 days. Copies of the decision will be provided to Managers, Game Umpires, and the MCB President for his permanent records.
- **Protests for Lineup Infractions.** If a Manager believes a line up infraction has occurred, he/she must submit that protest to the League Director the day the game with the infraction is played. It is strongly suggested that if an infraction is noticed before an inning starts, or with time to correct the infraction, the manager of the noticing team communicate directly (without causing attention) with the manager of the team making the infraction. It is also strongly suggested that teams swap lineups pregame so that notations can be made as changes occur.

Rule

- **Conduct.** All persons serving in these roles must agree to be bound by the terms of the MCB Code of Conduct. No Manager or Coach shall use tobacco, alcohol, or any illegal or controlled substance at or near the fields or dugouts. No Manager or Coach shall engage in any conduct deemed inappropriate or detrimental to any player, coach, manager parent, or MCB during any practice or game. This would include profanity, physical intimidation, or any other conduct in the judgment of the Umpire or Board of Directors deemed inappropriate. If such action occurs during a game, the umpire may issue a warning and shall take such action as necessary to stop the inappropriate conduct including ejection of person from the game, dugout, the stands, or Murphey Candler Park. MCB reserves the right to take further additional action as deemed necessary for the well-being of the park.
- **Certification.** Manager and Coaches-of-Record must have completed the coach's certification course.
- **Dugout Coaches.** No more than 4 adults may work a game. In order to be in the dugout at any time, an adult must be registered with MCB as a Manager, Coach-of-Record, or Assistant. The League Director will use the MCB Directory as the exclusive guide to Managers and Coaches unless informed otherwise in writing prior to a given game by the Manager. At least 1 adult must be in the dugout at all times.
- **Base Coaches.** Base coaches may be adults who are registered Managers or Coaches or players. Any player serving as a base coach must wear an NOCSAE-approved helmet.
- **Injury Timeouts.** No Manager or Coach may set foot in fair territory during the course of the game except during a timeout called by an umpire due to an injured player or to visit the pitcher pursuant to OLLR 8.06.

- **Proper Uniform.** Players must be in complete uniform in order to play in a game. Complete uniform shall mean MCB issued caps and jerseys for their team along with baseball pants, supporter and cup, and sneakers or rubber cleats (large, hard plastic cleats on baseball shoes are not permitted at games or practices). Buttons must be buttoned, shoelaces tied, and shirts tucked in. Undershells are permitted but no jewelry or any metal objects may be worn.
 - Pitchers: See OLLR 1.11 and 1.15.
 - When catching, players in all leagues other than Southern must wear a supporter and cup in games and at practices.
 - A player may use his own batting helmet, provided it is NOCSAE approved. All League helmets must have a C-Flap attached (wire face mask (cage) is optional).
 - Players may be removed from the game for violations of the uniform rule at the discretion of the Plate Umpire.
 - Managers may not reduce a player's playing time for violation of this rule without prior permission from the Player Agent. MCB uniforms may be worn only for games (this rule does not apply to caps).
- **Conduct.** The intentional throwing of a bat, glove, helmet, or any other equipment on the field or in the dugout area shall be grounds for immediate ejection from the game. Players may not intentionally distract or interfere with a player on the field or engage in any other un-sportsmanlike activity. The Plate Umpire may eject a player for violations. The Plate Umpire's judgment is final as to intention.
- **Discipline.** Managers may petition Player Agent to suspend minimum playing time rule for disciplinary reasons.

- **Meetings.** Limited to 3 per week except as noted in the Administrative Regulations. A meeting or event is a game, practice, or any other assembly involving one or more managers or coaches and more than 4 players. No additional practices, meetings, or other events at MCB. For clarification purposes, a coach may not require an additional organized meeting/event and a meeting is not pick-up or neighborhood ball or other ad hoc play. Deviations from this rule must be approved by the League Director in advance. Major League Teams will be allowed after regular season games have begun to have on additional, optional practice each week.
- **Game Practices.** Teams may not assemble prior to 45 minutes before the scheduled start of a game, except that Major and AAA league teams may assemble 60 minutes in advance. Batting practice is not permitted on the game field prior to a game. NO pregame infield is allowed to be taken prior to any game by any team.

Rule

- Major and AAA League Cages.** The four cages located in the outfield of the AAA Field). The choice of cages is available on a first come, first serve basis, to the two teams scheduled to play the next game on the Major Field and the next game on the AAA Field, with one cage per team. If one cage is inoperable for any reason, the priority will go to the teams playing on the Major Field, with the AAA Field teams “sharing time” as described for the Field 14 cage usage (below).
- Field 14 Cages.** Two Cages located adjacent to Field 14 usage by the two teams scheduled to play the next game on the Field 14.
- AA Cages.** The double-cage located between the Coastal and AA Fields). The choice of cages is available on a first come, first served basis to the two teams scheduled to play the next game on the AA Field, with one cage per team. If one cage is inoperable for any reason, the cages will go to “sharing time” as described for the Field 14 cage usage.
- Coastal Cages.** Two cages located behind Coastal Field usage by the two teams scheduled to play the next game on the Coastal Field.
- International Cage.** The Single cage adjacent to International Field. The cage will be used on a “sharing time” basis by the two teams scheduled to play next game on International Field. The visiting team shall have the cage first and then relinquish the cage to the home team 25 minutes prior to the scheduled game time.
- Scorekeepers.** Each team provides its own scorekeeper and Pitch Counter (Majors, AAA, & AA). Score sheets should name all pitchers used in the game by both teams and the number of pitches thrown by each pitcher (Majors, AAA, & AA) and shall be available for inspection by the League Director.
 - Each team is responsible for ensuring that pitch counts are checked regularly.
 - In the event of a dispute that is not resolved amicably, the team disputing is required to make a record of the dispute during the game (and seek out the DOD for resolution if possible).
 - If dispute not recorded, then the highest pitch count shall be the default.
- Tie Breaker for Playoff Seedings:**
 - Winning percentage
 - Head-to-head
 - If more than 2 teams tied:
 - If same amount games against each other – record against other teams in tiebreaker
 - If different amount of games – then move to next tiebreaker (lowest average runs against)
 - Lowest average runs against

Attachment 1: Pitch Count Rules and Regulations

Revised 02.13.2025



NUMBER OF PITCHES ALLOWED PER DAY FOR EACH AGE GROUP (effective: spring season 2025 forward):

MCB League	Pitches Allowed per Day
Major	85
AAA	75
AA	50

Exception: If the pitcher reaches the limit imposed above, the pitcher may continue to pitch until the batter reaches base, the batter is put out, or the third out is made to end an inning. The pitcher may remain in the game at another position. Pitchers must adhere to the rest requirements.

PITCH COUNT & REQUIRED REST LIMITATION:

Pitches in a Day	Minimum Required Rest
66 or more	3 calendar days
51 - 65	2 calendar days
36 – 50	1 calendar day
1 - 35	no rest required

Prior to Spring Break: In addition to rest periods set forth above, until after Spring Break the maximum number of pitches a pitcher may throw in any given week (Monday through Sunday) is equal to the respective League's maximum pitches per day, i.e. Majors 85 pitches per week, AAA 75 pitches per week, AA 50 pitches per week (may finish batter).

Exception: If a pitcher reaches the upper limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to end an inning – **AND** the pitcher will only be required to observe the calendar day(s) of rest or weekly limit for the threshold he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter.

Catcher Limitation: Any catcher who catches all or part of four (4) innings in a game cannot pitch that day. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher during the same day. This rule shall be interpreted that no player may catch in four or more innings and pitch in that same game, regardless of the order the playing time may occur. Likewise, regardless of order, no player may catch any part of an inning and throw more than 40 pitches in the same game and/or day.

Intentional Walks: Intentional walks are not allowed in any league.