

## 2026 MAJORS A REGULAR SEASON RULES

**Unless otherwise stated: Little league rules will apply.**

1. Run maximum is 4 runs in the first four innings, then unlimited runs in the last two innings.
2. A full game is 6 innings. Ties may happen in the regular season.
3. Games may not start an inning after 1 hour and 45 minutes from first pitch. Start of inning defined as the time the last out was made in the previous inning
4. Rainouts:
  - a. If both coaches decide **before** a game that playing is unsafe - immediately notify the division coordinator (majors@dunbarbaseball.ca) and the umpire coordinator so that the umpires may be informed. (umpires@dunbarbaseball.ca)
  - b. Once the game has started, it is the responsibility of the umpire to determine whether the game should be suspended.
  - c. If a game is delayed by rain, the game must still be completed within the time limit set forth above, canceled, or played as an incomplete game if the minimum innings are not completed.
  - d. If a game is called off due to rain after 4 innings have been played, then the game will count as completed. If the game is called before 4 innings, it will be deemed incomplete.
5. **Minimum playing time:**
  - **All players are required to play 4 innings total with a minimum of 1 inning in the infield for a full 6 inning game.**
6. Playoffs: each player must participate in a minimum of eight of 12 (66%) regular season games in order to participate in playoffs. Exceptions to this must be approved by the Board.
7. All teams must bat through the order.
8. Call-ups cannot pitch.
9. Warmup catchers must be in full catchers gear. Coach parents are encouraged to wear protective gear (mask).
10. Teams may have an unlimited number of assistant coaches; however, teams may have a maximum of four coaches in the dugout during a game, and at least one coach must remain inside the dugout at all times. In other words, there can only be three coaches on the field of play during the game. Note: If a team only has 2 coaches at the game, a player can coach first and /or third. This ensures a responsible adult in the dugout at all times and aligns with district/provincial tournament rules.
11. DLL coaches may continue the tradition of being outside of the dugout during live play.

12. Head coaches may ask for a consultation with the umpire in order to clarify or obtain a rule interpretation. Head Coaches are required to make such requests politely and by themselves. Multiple coaches should not be speaking with the umpire at the same time.
13. There is ZERO tolerance for coaches questioning or trying to overturn judgment calls by the umpire (safe/out, ball/strike, fair/ foul).
14. A negative interaction between a coach and umpire, as reported by the league's head umpire, will result in that coach having to umpire a game prior to being allowed to coach again.
15. Bat throwing:
  - a. In cases where a player throws a bat, the player shall be issued a warning, and the coach advised that a repeat violation will result in the player's ejection from the game. The warning applies to the specific player and not to the team as a whole. Where an umpire determines that a player deliberately throws their bat (e.g. in anger), the player shall be ejected from the game even if it is the player's first offense – i.e. no warning required for deliberate bat throwing.
16. Plays at home plate:
  - a. Where a play occurs at home plate involving a defensive player and a base runner, it is the base runner's responsibility to avoid contact with the defensive player (e.g. by sliding or running around the defensive player).
  - b. If the umpire determines that the defensive player is not in possession of the ball, or about to receive it, and the base runner attempts to avoid a collision but is subsequently tagged out because the path to home plate was blocked, the base runner shall be ruled safe because of obstruction (see Rule Book 7.08 (a)(3)).
  - c. If a base runner collides with a defensive player at home plate the base runner shall be called out. If the umpire determines that the base runner deliberately and maliciously makes contact with the defensive player, the base runner will be ejected from the game.
17. There will be no intentional walks. All batters must be pitched to.
18. Coach Pitching Mound Visit: A pitcher must be removed on the third mound visit in one inning, or on the fourth mound visit total for that one pitcher.
  - a. A coach or manager may confer with any other player(s), including the catcher, during the visit to the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher (Rule 8.00 (c)). Note: visits to tend to an injured player will not count as a visit.
19. No Lead offs - Runners can only leave base once ball has crossed home plate during pitch
20. Mercy rules:
  - If after 4 innings (3 ½ if home team ahead) - the leading team is ahead by 10 or more runs, the losing team shall concede
  - If after 5 innings (4 ½ if home team ahead) - the leading team is ahead by 8 or more runs, the losing team shall concede
21. Pitching rules apply:

- a. 11-12 years old – 85 pitches per day
- b. 9-10 years old – 75 pitches per day
- c. 3 day pitching rule: DLL will allow pitchers to pitch on 3 consecutive days (to allow for rainouts if used) but the normal pitch count rules must be followed.

Rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or

more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

**22. A team must pitch a player who is not a baseball 12 year old over the course of one week (Tuesday - Saturday) for a minimum of two innings.**