



Major League Rules

Melrose Little League will follow the official Little League Rules for play, this document is to outline Melrose Little League policies for Major League play.

General Rules of Play

Regular season games time cannot exceed two hours of play. No new full inning can start after 1 hour 45 minutes of play.

Regular season games may end in a tie.

Batting Order

A continuous batting is in effect, all players are placed and remain in the batting order regardless if they are playing a defensive position. A pinch runner will not be allowed unless due to injury. If the player cannot continue to run the substitute runner will be the player who made the last out either from that inning or the previous inning. In the case of injury, the player may reenter as long as he does not miss his/her time at bat. If the player cannot bat, he/she must be removed for the remainder of the game.

The batting order can be reset from game to game.

Defensive Substitution

Free substitution is in effect.

All players must play a minimum of three defensive innings provided he/she is present at the start of the game.

Bunting

Bunting is allowed.

Infield Fly Rule

The infield fly rule is Not in effect.

Drop 3rd strike

Drop 3rd strike advancement is allowed. (First base must be unoccupied or with 2 outs the 3rd out must be made regardless if 1st base is occupied)

Ground Rules

Conant and Lewis Monk: The umpire will review the field specific ground rules with managers prior to each game.



Discipline

Any player, coach, volunteer or spectator ejected from a game by the umpire will receive an automatic one game suspension. Additional disciplinary action may be distributed after review of the Executive Board of Directors or the full Board of Directors.