

Major Division Rules

Purpose:

The objective of the Major Division is to promote safe competitive baseball activities, while developing youth players in the areas of good sportsmanship, baseball knowledge/skills, the healthiness of youth sports activities, and the importance of teamwork.

1. Game Play & General Rules

- a. Home team will be decided by schedule. Last team listed is the home team (1 vs 2; 2 would be home team)
- b. Both team Managers (head coach) will meet with the umpire 5 minutes before the game for Ground Rules.
- c. Game will be 6 innings in length, no inning will start after 1:45 from start of the game. No time limit in a championship game.
- d. THE ONLY PERSON TO SWING A BAT IS THE BATTER. There is no on deck circle and swinging behind the dugout is prohibited. No Exceptions.
- e. Mercy Rule: If after three and one-half (3 1/2) innings the home team is ahead by 12 runs or more. This is in effect for every complete inning after that.
- f. 6 runs per inning is max. Last inning is unlimited until 3 outs are recorded.
- g. If a player gets hurt, sick or must leave; that player is just removed from the line-up, no out is awarded if that player's turn comes up again, they are just skipped and continue in your batting order.
- h. Any rule not specifically addressed will automatically be referred to the Little League Rulebook.

2. Offensive Rules

- a. All teams will bat all uniformed players during the game (except for injury or illness)
- b. Bunting is allowed. Foul bunts with two strikes will be recorded as an out.
- c. Stealing is permitted once the ball crosses the front of the plate. Any player who is deemed to have left the base early by the umpire is given a warning. The pitch is considered a no pitch and all runners must return to their original bases. Each team gets one warning. If at any time thereafter any runner(s) from that team are deemed to have left early; the runner(s) are automatically out, the pitch is considered a no pitch, and all other runners must return to their original bases.
- d. Baserunners must avoid contact with defensive players. If a fielder is in position to make a play on a batted ball, the runner must avoid contacting the fielder. Any runner deemed to have interfered with a fielder making a play on the ball will be out. All baserunners must slide to avoid collision with any fielder in

position to make a play at any base. Any runner deemed to have caused a collision by not sliding will be out.

- e. Headfirst slides into a base are NOT permitted and will result in an automatic out. A runner may dive back to a base headfirst while returning to a base previously occupied as this is not considered a slide.
- f. Players must request and be granted time out by the umpire. Coaches may not call time for their players when a player is getting up from sliding into a base.
- g. Stealing of home not permitted.
- h. A batter will be recorded out if:
 - i. A third strike is legally caught by the catcher
 - ii. A third strike is not caught by the catcher when first base is occupied with 0 or 1 out.
 - iii. A fair or foul fly ball (other than a foul tip) is legally caught by a fielder
 - iv. Bunting a foul ball on a third strike
 - v. The batter attempts to hit a third strike and is touched by the ball
- i. Only bats with the USA Baseball stamp shall be used.

3. Defensive Rules

- a. All uniformed players must play six (6) consecutive outs per game (except for injury or illness)
- b. Defensive positioning. Teams may field ten (10) players on defense. Four outfielders, four infielders, a pitcher, and a catcher. Minimum of 8 players is needed to start a game.
- c. On a ball hit in the infield, runners can only advance one base on an overthrow. Example: Ball hit to shortstop, shortstop overthrows 1st, runner can advance to 2nd at their own risk but cannot advance past 2nd even if another overthrow occurs. (This should encourage kids to make the play, but not allow for the ball to be thrown around endlessly)
- d. All plays end when the pitcher has possession of the ball in the infield.
- e. The manager must remove a pitcher from the game if the pitcher hits 3 batters in one inning.
- f. Once a pitcher is removed from the game they are not allowed to pitch for the remainder of the game.
- g. A player must be removed from pitching upon the second mound visit by a coach in the same inning.
- h. Balk rule is not in effect.
- i. There are no intentional walks.
- j. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
 - i. Age 9-10 limit is 75 pitches per day
 - ii. Age 11-12 limit is 85 pitches per day

- iii. If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - 1. That batter reaches base;
 - 2. That batter is put out;
 - 3. The third out is made to complete the half inning or the game;
 - 4. The pitcher is removed from the mound prior to the batter completing the at bat.
- k. Pitchers must adhere to the following rest requirements:
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - v. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- l. Any pitcher who has pitched 40 or more pitches may not play the position of catcher for the remainder of that calendar day.
- m. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch for that calendar day.
- n. Under no circumstances shall a player pitch in three (3) consecutive days.

4. Behavior

- a. Unsportsmanlike behavior of any kind WILL NOT be tolerated. This includes players, coaches, parents, fans, and anyone else in attendance.
- b. No judgment call may be debated by any manager, coach, player, or fan. Rule interpretations may only be raised by the team manager, not coaches.
- c. The team's manager is responsible for the behavior of his/her team and their fans. If any player, coach, or fan is ejected from a game, they MUST leave the facility and will remain ejected for the remainder of the game. If the manager is ejected, they must leave the facility and will receive a 1 game suspension. If a coach is ejected, they must leave the facility and will receive a 1 game suspension. If the behavior happens with the same individual more than 1 time, they will have to meet with the league commissioners for a hearing and ruling on their attendance for the remainder of the season will be decided.