

Majors Division Rules

(last update March 13,2011)



The Majors division will follow Little League rules with the following clarifications, local rules and options:

Section I. Participation

- A. In order to start a game a team must have a Minimum of 8 players.
 - i. 10 minute maximum grace period.
- B. Change of scheduled game. No game may be rescheduled or canceled without permission of the Scheduling Coordinator.
- C. If a team anticipates that it will not be able to field a complete defensive team(10 players), it may call-up eligible players from the Minor Division.
 - 1. If a team desires to use a “call-up” it must contact the Player Agent, who will then contact the eligible player.
 - a. A rotating list of eligible players who wish to be “called up” will be maintained by the player agent.
 - b. If a Minor Division player is called up by a Major team, that player will move to the bottom of the eligible player call-up list.
 - c. The Player Agent will contact the player who currently is at the top of the player call-up list, if that player is not available, the next player on the list will be called, on so on until a player is found.
 - d. No player may be called up if his Minor Division team is playing at the same time.

D. Continuous Batting Order will be used.

1. All players on the team roster present for the game will be part of a continuous batting order. Teams will bat through the entire roster consecutively during a game.
2. Players are required to bat in his/her respective spot in the batting order regardless if he/she played defensively that inning or the previous inning.
 - a. Late arriving players will be added to the bottom of the roster.
 - b. If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill or absent player returns, he/she is merely re-inserted into the original spot in the batting order.
3. **If a player who reaches base is injured** and cannot continue as a base runner, that player is replaced by the player who was the last player to be put out in the same inning (or previous inning if no outs have been recorded).
 - a. If there are no outs in the first inning and a player is injured and cannot continue as a base runner, the last player in the batting order will be used as the replacement runner.

E. Defensive Participation

1. Each team may play a maximum of 10 defensive players, to include pitcher, catcher, four infield positions and four outfield positions.
2. A player may be entered and/or re-entered defensively into the game anytime provided he/she meets the requirements of mandatory play.
(free substitution of defensive players)
3. There is a minimum of 3 defensive innings that must be played by a player during a game. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat through a continuous order for the entire game.
 - a. An emphasis should be made by the manager to provide all players the opportunity for equal playing time.

Penalty: If a player does not play the minimum amount required, the player(s) involved shall start the next scheduled game, and play any previous requirement not completed and the minimum requirement for this game before being substituted.

The manager shall for the:

- A. First Offense - receive a written warning
- B. Second Offense - receive a suspension for the next scheduled game
- C. Third Offense - receive a suspension for remainder of the season

Section II. Pitching

A. Pitchers must adhere to the following rest requirements:

1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
4. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

- i. NOTE: A pitcher who completes the “at bat” will be charged those pitches. If a manager wishes to keep his pitcher under a certain threshold, he must remove the pitcher at the moment the pitcher reaches the pitch-count threshold. Any additional pitches will count towards the pitch count total.

B. Maximum of 85 pitches(11-12 year olds) & 75 pitches(10 year olds) for a player per game still in effect.

1. NOTE: A pitcher who reaches the maximum number of pitches may finish the current at-bat.

C. Once a pitcher has been removed he/she may not

1. Return as pitcher
2. Play catcher if the pitcher removed is credited with 41 pitches or more.

D. Any player, who has played the position of catcher in 4 or more innings in a game, is NOT ELIGIBLE to pitch on that calendar day.

SECTION III. PLAYOFFS

A. All teams will qualify for the playoffs.

1. Tie-breaker for playoff seeding:

1. **Win-loss in Head to head competition.**
2. **Won-Loss record against the top team in order of finish.**
3. **Won-Loss record against the remainder of the teams(one by one) in their order of finish.**
4. **Coin toss conducted by Board Member.**

a. Run-differential will not be used in order to discourage “running-up score” in certain games.

B. A standard one-game elimination playoff format will be used. (example 8v1, 7v2.)

1. The highest ranked team remaining after each playoff round will play the lowest ranked team remaining.

C. The home team will be the higher ranked team based on regular season standings for the playoffs.

D. A double-elimination playoff tournament can be considered by the LL Board depending on the number of teams, scheduling and seasonal weather conditions.

SECTION IV. Fields

- A. Home team is assigned to the first base bench/dugout.
- B. Visiting team is assigned to the third base bench/dugout.
- C. Home team shall have use of the playing field for warm-ups and drills from 5:25pm to 5:40 pm (or equivalent times for weekend games)
- D. Visiting team shall have use of the playing field for warm-ups and drills from 5:40pm to 5:55 pm (or equivalent times for weekend games)
- E. If factors such as weather, field conditions, or a previous game cause reduced time for warm-ups, the time remaining for team use shall be divided in half.
 - 1. Games need to start on time, so if significant delays occur that will result in a late start, each team gets a **maximum of 5 minutes** to warm-up on the field.
- F. The team which does not have use of the field may allow its players to warm-up outside of the playing field/fenced area provided common sense safety is used.