



MAJORS DIVISION RULES Spring 2018

Official Game:	6 innings or Time Limit (whichever comes first).
Time Limit:	No new inning can start after 1 hour, 50 minutes. 2 hour and 5 minute drop dead During weekday games there is NO drop dead time.
Pitching:	SEE PITCHING LIMITS BELOW.
Batting:	Everyone bats.
Substitution:	9 defensive players. <u>See below for substitution rule.</u>
Minimum Players:	8 players needed to start game. One player may be called up from Minors to make 9.
Mercy Rule:	12 runs after 3 ½ (visitor) or 4 (home) innings.
Scoring:	The home team will be responsible for designating a scorekeeper to track pitch counts for both teams and the score. <u>See below for pitch count tracking.</u> The home team Manager must submit the score and pitch counts to the Commissioner on the same day as game occurred.
Field Maintenance:	Both teams are responsible for raking the infield, mound, home plate area and basepaths. Both teams are responsible for cleaning (and, or last game, closing) the score booth.

Offense

- No limit to extra bases on an overthrow.
- Bunting is allowed, as is “slash bunting”.
- No leadoffs or stealing until the pitch crosses the plate. In the event a runner leaves the base early, the umpire will declare the ball dead, and all runners shall return to their respective bases. The pitch thrown does not count towards the pitcher’s pitch count.
- Infield fly rule is in effect.
- If there are two outs and the catcher is on base, the catcher **MUST** be substituted for by the player who made the last previous out to speed up play. A catcher who is pinch run for must catch the subsequent half inning.
- One offensive time-out per inning to be strictly enforced.
- If a player leaves for any reason other than a legitimate injury during the game, the next time up in the batting order, he/she shall be considered out. This will occur only once in the game.
- Dropped third strike in effect. The batter becomes a runner on a third strike that hits the ground unless first base is occupied with less than two outs.
- If a player does not slide and runs through a base, they are not allowed to push or forcibly move the defensive player out of the way. If this should occur it will result in the immediate removal of the player from the game and potential suspension. Specifically but not limited to pushing a player down with your arms, tackling, lowering of shoulders, etc. The player will be called out.
- If a player/coach/manager steals signs from the opposing team. This will result in an immediate ejection and possible suspension to all parties involved including players and coaches. The umpire may warn the offensive team but is not obliged to give warning. He can eject a player/coach/manager without warning if he/she feels the stealing of signs have transpired.

Defense

- Maximum of nine (9) players.



- **Substitution Rule:** No child may sit twice until everyone on the team has sat once; provided, however, this rule will not be enforced if it would require the starting pitcher to be removed from the game before the pitcher has exceeded his/her pitch limitations.
- Three (3) outfielders are used on defense.
- There are 6 infield positions (P, C, 1B, 2B, 3B, SS). All others play the outfield.
- The catcher is NOT allowed to block home plate without the ball. There is no mandatory slide rule. If the catcher does not have the ball and is not blocking the plate, the runner does not have to slide.
- If a player does not slide and runs through a base, they are not allowed to push or forcibly move the offensive player out of the way. If this should occur it will result in the immediate removal of the player from the game and potential suspension. Specifically but not limited to pushing a player down with your arms, tackling, lowering of shoulders, etc. The player will be called safe.
- Any player who catches four or more innings in the same day is not eligible to pitch on that day. One pitch caught qualifies as an inning.
- **RULE for pitchers/catchers:** any pitcher who delivers forty-one (41) or more pitches in a game may not play catcher for the remainder of the day. This is a “hard” pitch limit.

Coaches/Maintenance

- Maximum of three (3) adult coaches at least 18 years old are allowed in the dugout.
- All coaches must stay in the dugout during defensive half of the inning.
- On offense coaches and players alike are **not allowed to steal signs**. Failure to adhere to this rule may result in a warning, ejection of the manager/coach/player, and suspension of the manager/coach/player.
- Only managers may talk to the umpires. Managers may not argue or question an umpire’s judgment call but may ask for time to discuss a rule interpretation. A ZERO tolerance policy exists with respect to manager interactions with the umpire. Do not raise your voice when speaking to an umpire.
- Any manager, coach, player or spectator who is ejected from a game also is suspended from participating and attending the team’s next game.
- At the conclusion of the game, please gather your equipment and clean and vacate the dugout immediately. Prepare the field for the next game. If you choose to hold a post-game team meeting, please do so off the field so the next teams can get ready for their game.
- Both teams are obligated to jointly handle post-game maintenance duties. See the ELL Handbook on the ELL website for instructions. Children/players shall not participate in field maintenance, but should pick up trash.

Safety/Illegal Bat Rules

- No on-deck batters allowed.
- No child may hold a bat unless he/she is at the plate. Players may not take swings in the bullpen areas.
- All batters and runners must wear a batting helmet with a NOCSAE-approved face mask.
- Batting donuts, hitting sticks and other weight devices are not permitted at the complex.
- **Players must use a 2018 USA Little League approved bat or a wood bat.**
- A challenge to a bat’s legality may not be initiated until the at bat is over. Only the opposing manager may challenge the legality of the bat; no challenges will be initiated by an umpire. **The challenge must occur before the next pitch or the play stands.**
 - If the batter reaches base (whether by walk, error, hit, hit by pitch, dropped third strike, etc.): After the batter reaches base, the opposing manager may call time and challenge the legality of the bat. If



the bat is determined to be illegal, then the bat is removed from the game and the batter is out. In addition, if runners advanced (including but not limited to, via a home run), all runners will be ordered to return to the base occupied prior to the at bat.

- If the batter puts the ball in play but does not reach base (sacrifice fly, sacrifice bunt, etc.): After the play has concluded, the opposing manager may call time and challenge the legality of the bat. If the bat is determined to be illegal, then the bat is removed from the game, and all runners who advanced as a result of the at bat will be ordered to return to the base(s) occupied prior to the at bat. The batter still will be deemed out.

Call Ups

- Players from Minors cannot be called up for any game where a team has 9 or more rostered players.
- Only one player may be called up from Minors per game. Only players who are League Age 10 or older may be called up from Minors. League Age 9s may not be called up to Majors.
- A called-up player must bat last, but may play any position other than pitcher or catcher.
- During the regular season, a team may call up the same player twice. During the playoffs, a team may call up a player only once. Each time a player is called up, it is the Manager's responsibility to notify the Commissioner immediately.
- Any player that has been called up to make a game roster of 9 players (Majors and Minors) or 10 players (Farm) **and is listed on the official line-up card** must be allowed to play even if a rostered player shows up in time for the game or within the late arrival period allowed below. In those situations, the manager must play that game according the substitution and minimum play rules based on the total number of eligible players, including the player called up. In other words, any player who is called up cannot sit twice until every other player has sat at least once.

Player Eligibility, Late Arrivals

Preseason and Regular Season

- A player **must** be listed on the official line-up card submitted to the umpire at the beginning of the game in order to be eligible to play. Any player not listed on the official lineup card at the time the game begins (i.e., the first pitch is thrown) is ineligible and will not be allowed to play.
- Any player who is listed on the official line-up card and arrives late to the game will be allowed to play so long as that player is on the field or in the dugout before his/her spot comes up in the lineup.
- If a player who is listed on the official line-up card is not on the field or in the dugout at the time his/her spot comes up in the lineup, then that player will be deemed ineligible and an out will be recorded. The ineligible player then will be removed from the lineup and no further outs will be recorded when his/her spot comes up again.
- The start of the game shall not be delayed for the arrival of any player.
- **Bottom line: If you think a player will arrive late to a game, then insert him/her at the bottom of the official line-up card to maximize his/her ability to play.**

Postseason

- To be eligible to play in a postseason game, the player **must** (i) be listed on the official line-up card submitted to the umpire at the beginning of the game, **and** (ii) be on the field or in the dugout at the time the game begins (i.e., the first pitch is thrown).
- If a player is listed on the official line-up card submitted to the umpire at the beginning of the game, but is not on the field or in the dugout when the game begins, then that player will be deemed ineligible and an out will be recorded the first time that player's spot comes up in the batting order. The ineligible player



then will be removed from the lineup and no further outs will be recorded when his/her spot comes up again.

- **No late arrivals will be allowed** and the start of the game shall not be delayed for the arrival of any player.
- **Bottom line: Do not be late to a playoff game. Any child who is late will not play.**

Pitching

- Intentional walks are NOT allowed.
- Illegal delivery of a pitch: If a runner or runners are on base and the pitcher fails to complete the delivery of the pitch after such delivery has commenced, then the umpire will (i) declare a dead ball, and (ii) add a ball to the count. In this situation, a pitch will be added to the pitcher's overall pitch count.
- A pitcher must be removed on the 2nd visit in an inning or a 3rd combined visit in a game.
- Eight (8) warm up pitches prior to each inning or for a relief pitcher during an inning.
- Pitching limits are based on the number of pitches thrown during a game. The limits and rest requirements are as follows:
- **ELL MAJORS PITCHING LIMITS (COMBINED W/LLI REST REQS., below)**

Division	Ages	Pitches Allowed Per Day <u>PRESEASON</u>	Pitches Allowed Per Day <u>REG./POSTSEASON</u>
Majors	11-12	50	85
	10	50	75

- **ELL MAJORS REST REQUIREMENTS**

Number of pitches in a day	Number of calendar days of rest before pitching again
66 or more	4
51 to 65	3
36-50	2
21-35	1
1 to 20	No day of rest required

Important Note: The pitcher may complete an at bat without exceeding the pitch limitation. For example, a pitcher commences an at bat with 49 pitches, throws 7 pitches during the at bat, and then is immediately removed after the at bat. The pitcher will be eligible to pitch after two (2) days of rest because he started the at bat with less than 50 pitches.

- **Pitch Count Tracking/Enforcement Procedures**



- Home team responsible for finding scorekeeper, who will be to keep track of pitch counts for both teams. Umpires will NOT count pitches.
- A written form will be used to track pitch counts. The form will be posted on the website.
- At the end of each half-inning, the scorekeeper will advise both managers of pitch counts.
- At the end of the game, both managers will be required to sign written pitch count form, and the home team manager will be responsible for depositing form in a box outside the snack stand.
- Home team manager also responsible for reporting pitch counts to commissioner on the same day as the game occurred. Commissioner will post pitch counts on website by 3:00 p.m. on the day following the game.
- VP of Baseball Operations will resolve disputes concerning pitch counts.

Last updated: February 2, 2018