



Below are Bridgewater Major League local rules which supersede the official Little League rules. Should there be any discrepancy between the "Major League Rules" and the "Local Rules" the Bridgewater Little League Local Rules will take precedence.

1. Bridgewater Little League Local Rules 1 through 27 apply.
2. Draft
 - a. The Draft shall be one (1) draft including all eligible (see Section 2.b & 2.c) players League age 10, 11 and 12.
 - b. To be eligible for the Bridgewater Little League Major League draft, players must be registered and account balance from previous year(s) must be paid in full. All league age 10 and 11 must have attended an evaluation. It is preferred that all league age 12 players attend an evaluation. Absences from tryouts must be approved by Major League Vice President, and Player Agent.
 - c. To be eligible to try out for the Major league draft, you must be league age 11 or 12, or 10 and have played an entire season in the Minor League.
 - d. Players will be selected by the Bridgewater Little League Managers, or a designated representative in the case of a team's absenteeism.
 - e. The manager (or designee) and one coach from each team may be present at the draft.
 - i. All team Managers are eligible to protect their son/daughter in the draft. A team manager must protect their own child/children.
 - ii. All protected players will be placed in the appropriate draft round by the Major League VP and Player Agent based on the players' skill levels and/or age.
 - f. Every effort will be made to place siblings on the same team with consideration of interest and fairness of the league (parity)
 - g. All players that are being protected will be identified PRIOR to the draft by the respective team manager (or designee if manager is not present).
3. If a team has a rostered coach that was on the team the previous year with a player eligible for protection, then that team MUST do the following:
 - a. Declare the player a "Protected Pick" and follow the rules listed in section 2 and 3 (that coach MUST return as a coach as well and cannot be the teams Designated Alternate Coach). You must be a rostered coach the previous season and the new.
4. Season Draft
 - a. The order of selection will be determined by won/loss records during the regular season for the previous year. The Last place team from the preceding season gets the first choice in every round of the draft.
 - b. In the event of a tie, refer to Local Rules



- c. The number of players to be drafted by each team will be determined by the number of players from the previous year's roster that have registered, to get each team to the league limit.
 - d. The maximum number of league Age 10 Year Olds allowed to be drafted by a team is determined by the B.O.D. at draft. No team will be allowed to exceed the maximum number of 10 Year Olds. If an issue occurs that may impact this rule, the Player Agent and V.P. of the Majors will resolve the issue.
 - e. All teams MUST have an equal number of League Age 12 Year olds (within 1) after the draft has occurred on their roster. In the event of an unequal amount of 12 Year Olds, , the following method will be used to determine the number of 12YO per team
 - i. Determine the number of draft picks remaining for each team after the minimum number of 12YO are allocated to each team
 - ii. The team with the least number of draft picks will roster the least number of 12 year olds
 - iii. In the event multiple teams have the same number of picks, the team with the higher round draft pick will be required to roster least number of 12YO
5. Replacement Players throughout the season
- a. Once the annual draft has been completed and all teams' rosters have been filled, and there is a need for a replacement player, the manager can select a player league age 10 OR 11 who plays in the AAA Minor league for the current season. The player selection must be approved by the Player Agent, and the Vice President of the Major Leagues (should the Vice President be a team Manager, the President of the league will be the second approver)
 - b. Replacements should first be made with players who were evaluated or had a legitimate excuse from trying out that has been approved by the Player Agent and the Vice President of the Major League, or any eligible individual who has since moved into town. No minor league player is eligible for PERMANENT call up IF they had refused to be called up by another team previously this season (i.e. in the draft or by another team seeking a permanent call up). This is only for the current season.
 - c. Once all evaluated players have been placed on a major league roster or declined that spot, a manager may select any league 10-12 year old in the AAA Minor League.
 - d. If a player has a change of address, is sick or other medical reason (injury/illness) that he will miss 7 games, call up with will be within 5 days of being informed of said illness/injury. EXCEPTION: If the season for the affected team has less than or equal to 5 games left in the season, a call up is not required.



6. If a Major League team needs a player(s) to field a complete team, AAA Minor League players age 9-12 can be used for that game as long as it does not conflict with their Minor League game (AAA Division).

6. Pitching Rules

- a. A pitcher may only pitch their allotted number of pitches for their age group.
- b. See below (per Regulation VI(c) and (d) in the Official Little League Rule Book.)

- Age 9-10 75 pitches per day

- Age 11-12 85 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following:

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

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

- If a pitcher pitches 36-50 pitches in a day, two (2) calendar days rest must be observed. If a pitcher pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

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

Exception: If a pitcher reaches a day(s) rest threshold 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 retired
3. The third out is made to complete the half-inning or the game.

*The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during the at bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter

Manager visits to the mound, reference rule 8.06 in the Official Little League rule book

- c. Once removed as a pitcher, a player may not pitch again in the same game



- d. **No curve balls are allowed** - The penalty for a pitching a curve ball will be as follows:
 - i. 1st Offense: Warning issued to pitcher and affected manager
 - ii. 2nd Offense: A 'ball' is called by the umpire, and a 2nd and final warning are given to the pitcher and affected manager.
 - iii. 3rd Offense: The pitcher and manager are ejected.
- e. Rule 6.08 (a) (2) will be applied, which allows a defensive team to intentionally walk a batter. Four (4) pitches will be added to the pitch count.

7. Playoff Rules

- a. Pairings will be based on the order of finish. Number of teams may require one or more teams getting a bye
- b. the highest seeded team will be the Home team for games 1 and 3 (if necessary) and determine which field to play on in same games. The lower seeded team will be home for the 2nd game and also have choice of home field. ANY conflicts with this rule due to field ability will be resolved by the League VP.

8. Game Management:

- a. A lineup list will be turned into the opposing manager before every game.
- b. Any pitching changes will be reported to the umpire as well as the opposing manager.
- c. Managers are required to update their game results on line after every game including pitch counts. Any violation of this rule may be subject to disciplinary action.
- d. A team may use 2 adult base coaches, provided they are the coaches listed on the team roster.
- e. The Major League will be using a continuous batting order that includes all players on the team roster present for the game batting in order.
- f. Hurry up rule option: If the catcher is on base with two outs, his coach has the option of using a substitute base runner for this player so that he can get the catcher's gear on for the next half inning. This runner can only be the batter when the second out was made. This option must be taken prior to the first pitch to the next batter (the player who made the last out is the only player eligible to run)
- g. Bridgewater Little League will use the dropped 3rd strike rule per the Little League Rule Book)
- h. At the official start of each game, any player(s) on a team NOT present to start the game WILL be moved to the bottom of the batting order for the remainder of the game regardless of when they show up. A player that DOES show up late MUST bat in his/her new spot regardless of what inning it is.



**Bridgewater Little League
Major League Rules**

2019

- i. The slaughter rule is in effect in accordance with Little League Rules with the exception of 12 runs vs the LL requirement of 10 runs.