

MAJORS LEAGUE DIVISION SPECIFIC RULES

Updated: September 2018

The Current Little League Rule Book will govern all play not specified below.

The following table is provided for quick reference in understanding this level of play:

Player Ages	Player Selection	Game Length	Batting Order	Run Limits	Standings	Championship	Player Affiliation
10-12	Draft (Spring Only)	6 innings – No Time Limit (Spring Only) *	Continuous	Spring-None Fall- 5**	Yes	Division Champs (Spring Only) and CLLL Champs	Teams re-form each year via draft

*Fall-2.5 hr. time limit. No new inning may start after 2 hrs.

** Fall- 5 runs per inning until the 6th inning (unlimited)

PLAYER PARTICIPATION

1. Every player must play at least every other full defensive inning per game. This only applies for the first 6 innings. Extra inning defensive lineups are at the discretion of the manager.
2. Each team will use a continuous batting order that will include all players on the team roster present for the game.
3. Coaches are encouraged to allow every player to pitch at least one inning or three batters during the regular season unless the coach believes the player cannot defend themselves properly or get the ball home.
4. Each team must field a minimum of 9 players. Either team shall be given a 10-minute grace period from the SCHEDULED game time to field the required 9 players. If one team cannot field 9 players by the end of the grace period, that coach must contact their respective Coaching Coordinator or CLLL Board Member to communicate the possibility of a reschedule or forfeit.
5. If a player is being pulled off the bench, the player cannot be placed back on the bench until that respective player plays three (3) consecutive outs.

BASE RUNNING

1. Base runners are not permitted to lead off from any base prior to a pitch crossing home plate.
2. The base runner is permitted to leave the current base in an attempt to steal only after the pitch crosses home plate.
3. If the umpire determines a base runner left a base early, the base runner will be sent back to the base he/she previously occupied.
4. Pinch runners are not allowed as the league uses a continuous batting order.

THIRD STRIKE RULE - Rule 6.05

A batter is out when:

1. a third strike is legally caught by the catcher;
2. a third strike is not caught by the catcher when first base is occupied before two are out.

Summary and Implementation: Players may advance on a third strike that is not caught in flight by the catcher.

FOREITURE

Any forfeit must be approved by the CLLL Board. In the event that there are not enough players, it is the responsibility of the coaches to contact their respective Player Agents to ensure they have enough players to play.

RUN LIMIT PER INNING

Spring- There are no run limits per inning at this level of play.

Fall- There is a 5 run limit per inning until the last inning, in which case it is unlimited.

10 RUN RULE

If after 4 innings, (three and one half if the home team is ahead,) one team has a lead of ten (10) runs or more, the manager of the team with the least runs must concede the victory to the opponent.

15 RUN RULE

If after three (3) innings, (two and one-half innings) if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

TIME LIMITS

1. There is not a time limit imposed on games at this level. However, if an umpire stops a regulation game due to weather or darkness and a full inning has not been completed, the official score will be from the last full inning.
2. **Fall only** – no new inning may start after 2 hours from the start of the game. Game will end at 2 hours and 30 minutes. If a full inning cannot be completed, the official score will be from the last full inning.

PITCH COUNT RULES

Little League has implemented Pitch Count Restrictions for all pitchers. Allowable pitch count and required days of rest vary by age – please consult Regulation VI of the Little League Official

Regulations for details. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Maximum Pitches per Day
11-12	85
9-10	75

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 conditions occurs: 1) That batter reaches base; 2) That batter is put out; or 3) The third out is made to complete the half-inning.

Players will be allowed to enter the game from the bench to the position of pitcher. If the pitcher being replaced was not on the bench the previous inning, the player may be placed on the bench. If the manager, however, wants the player (pitcher being replaced) to remain in the game, a player not on the bench the previous inning must be chosen for the substitution.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, if a player has played the position of catcher in any part of four or more innings in a game, they are ineligible to pitch for the remainder of the day. (Example: a catcher who plays the position in any part of 3 innings, plus one pitch in a 4 inning is ineligible to pitch for the remainder of the day).

Pitchers league age 14 and under must adhere to the following rest requirements:

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

The principle of “calendar days” remains the same as in previous years. A calendar day is one full day as it is seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.

Example: If a pitcher in the Little League Majors Division throws 66 pitches in a game on Saturday morning, that pitcher cannot pitch again until THURSDAY, when he/she has had four (4) calendar days of rest (Sunday, Monday, Tuesday and Wednesday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.

EXCEPTION: If a pitcher reaches a day(s) of 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 or 3. The third out is made to complete the half inning. **The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed before delivering a pitch to another batter**

BASEBALL BATS - Rule 1.10

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

USA BASEBALL LOGO



Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play.

It shall not be more than 33 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

PRE- AND POST-GAME ACTIVITY

1. The home team will sit in the first base dugout.
2. The home team is responsible for putting out garbage cans with garbage bags.
3. The home team shall have use of the field first, one hour before scheduled start of the game. The visiting team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.

4. The visiting team shall have use of the field 35 minutes prior to scheduled game time. The home team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
5. Pre-game practice time between games shall be divided equally between home and visitor when consecutive games are played on the same field in the same day. Practice time shall not exceed 25 minutes if it will delay the start of the game beyond the scheduled start time.
6. If adverse field conditions prohibit each team from getting 25 minutes pre-game practice, then the remaining time shall be divided equally between the two teams with the game starting at its regularly scheduled time.
7. The last 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
8. The home team is responsible for raking the field, repairing the pitching mound and putting away the bases.
9. Both teams are responsible for cleaning up the trash in both dugouts and around the field including spectator area.
10. The home team is responsible for emptying the garbage cans into the dumpster and putting away the garbage cans.
11. Although the home team has the responsibility for field maintenance prior to and after games, the visiting team should have volunteers to assist with getting the field ready for play and repairing the field at the end of the game.

TEAM RESPONSIBILITIES

1. The home team scorekeeper shall be the official scorer and is designated as the official pitch count recorder for each game.
2. Both teams shall clean up the dugouts and spectator areas after each game. However, the Home team has the final responsibility to ensure the cleanup has occurred. This includes putting garbage into dumpster and returning cans to storage shed.
3. The home team is responsible for providing the game balls. A minimum of two new balls must be provided at the start of each game, and any additional balls as required by the umpire.