

MAJOR A RULES

(Updated April 4, 2017)

The Game

1. Evening games will begin with a 5:00 pm warm-up followed by a 6:00 pm start time. 6:00 pm start time will be enforced by umps and supported by coaches. The visitors shall have the infield for warm up from 5:30 - 5:45 and the home team shall have the infield for warm up from 5:45 - 6:00.
2. One Coach from each team shall together meet with the umpires before the game to clarify and questions and discuss any issues, such as strike zone, rule clarification, or the implications of weather or field conditions. Once the game begins, the umpires are in charge and are the ultimate authority.
3. **Dugouts** - Home team takes the third base line dugout while the visiting team takes the first base line dugout.
4. Home team is responsible for field set up (to be completed not less than 30 min. before game time) and take down.
5. Subject to weather and daylight, games are scheduled for six (6) innings:
 - a) There are no run limits in any inning.
 - b) There is no mercy rule.
 - c) Once a game begins, the umpire, and only the umpire, may end a game early due to weather or darkness, however a minimum of four innings must have been completed to constitute a complete game.
 - d) Games suspended before reaching a complete game will later be resumed from the exact moment of suspension, unless the game is suspended before completion of the first inning in which case the entire game will be re-played.
6. No new innings to start after 8:00, or two hours after the game begins.
7. Following each game the Manager or Coach from the home team is required to report the outcome of the game, including score and pitch counts, to the Division Coordinator
8. In the event a game is rained out or otherwise postponed, the teams involved will be responsible to re-schedule and complete the game at some later date. Until such games are made up and the outcome is reported to the Division Coordinator, the game will be treated a 0 run loss for both of the teams involved.
9. Playoff seeding will be based on a random draw conducted by the Divisional Coordinator. Each of the teams is to complete all of their scheduled games for the regular season title.

Pitching

10. Pitchers must pitch from the rubber on the mound, set at the LL regulation 46 feet from the point at the back of home plate.
11. Once a pitcher is taken out, he/she cannot return to pitch for the rest of the game.
12. When a new pitcher is put in mid-inning, he/she is allowed 3 warm-up pitches only, so as to keep the pace of the game moving along. Coaches are encouraged to warm up anticipated replacement pitchers while their team is at bat or while the replacement pitcher is sitting off as a substitute player.

Pitch Count Rules

13. Maximum pitch count:
 - a) 11-12 year olds; 85 per day
 - b) 9-10 year olds; 75 per day
14. Pitch count and days of rest:
 - a) 0-20 pitches, zero days of rest
 - b) 21-35 pitches, 1 calendar day of rest;
 - c) 36-50 pitches, 2 calendar days of rest;
 - d) 51-65 pitches, 3 calendar days of rest;
 - e) 66 or more pitches, 4 calendar days of rest.

If the pitcher reaches the pitch limit, 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.

15. **Pitcher/Catcher** - If a pitcher pitches 41 or more pitches in a game, the pitcher cannot go into the catching position,
16. If a catcher catches for 4 or more innings, he/she cannot then go in as pitcher for that game. Pitcher who caught in 3 or less innings is limited to items #13, 14 and 15.
17. For the purposes of items #15 and #16, one pitch constitutes an appearance in an inning (no fractional innings);

Hitting

****New for 2017 Keep One Foot In Batter's Box**

Starting in 2017, local leagues will have the option to mandate batters keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. During tournament play, the rule is no longer an option and all batters will be mandated to keep one foot in the batter's box throughout their at-bat, barring the eight exceptions provided in the rule book.

18. Teams hit through their lineup, in order, and all Players hit.
19. All batters and base runners must wear helmets.
20. If the catcher drops, or does not catch, the ball on a third strike, the batter is entitled to advance to first base providing (1) first base is unoccupied or (2) first base is occupied with two out. To put the batter out, the defense must tag the batter or first base before the batter touches first base.
21. **On Deck** - There is NO "on deck" circle in Little League due to safety reasons. No players other than the batter should be swinging bats during the game. The player "on deck" is to remain on the dug out waiting for their turn to hit.
22. All players are to remain in the dug out when their team is batting.
23. Adult base coaches are permitted at 1st and 3rd bases (one per base).

Base Runners

24. **Stealing** – Stealing is allowed but no leading off. A runner who steals after leading off will be sent back.
25. **Lead Offs**- Runners cannot leave the base, be it to steal or otherwise, until the pitched ball has crossed the plate. Runners who leave early will be sent back. In the event a base runner leaves early on a base hit (in a force situation) and reaches the next base safely, it is the umpires discretion to either allow that runner to advance to that base, or call that runner out if it is felt the base runner may have been out had they not left early.
26. **Over throws** - In the case of a hit, the base runners can only advance one base on an overthrow that leaves the field of play, otherwise the ball is live.
27. **Sliding** - For safety reasons, if there is even the slightest possibility of a play at the plate, base runners must slide into home or umps will call them out. There is no head first sliding at any bag, with the exception of back into the bag, or the runner is out.
28. Unless they have the ball, fielders are not to block the base runner's progress by standing on the base paths.

Umpires

29. Once the game begins, the umpire is the ultimate authority over all aspects of the game.
30. Arguing with Umpires will not be tolerated and coaches or parents who do so may be ejected and asked to leave the park.
31. In the event a coach wishes to clarify an umpire's ruling they may call time out and, together with the opposing coach, they may have a brief discussion with the umpire.
32. Coaches will not have discussions with the umpire during the game unless a one coach from each team is present.
33. Unless both coaches agree, the umpire will not be asked to change his or her ruling made during the game.

General

34. Equal defensive playing time for all players.
35. Defensive substitutions are unlimited, and substituted players can re-enter the game, although pitchers who have been relieved cannot return to the mound.
36. Catchers must wear a cup, and it is recommended that all players wear cups and mouth guards for every game and practice.
37. All equipment must be kept in the dug out area away from the field of play.