

2015 Fall
LOCAL RULES & GUIDELINES
MAJOR DIVISION
(Updated 8/1/2015)

ALL MANAGERS AND COACHES SHOULD HAVE A BASIC UNDERSTANDING OF ALL RULES AND REGULATIONS WITH THE 2015 OFFICIAL REGULATIONS AND PLAYING RULES BOOK (the “ORPR BOOK” or “GREEN BOOK”)

The rules and regulations within the ORPR Book allow local Little Leagues some room for modifications. The policy of the leagues participating in 2015 Fall Major Division (collectively, the “SMD”) is to play by the published rules with minimal modifications. The following are clarifications and modifications that, Summerlin North Little League, Western Little League and Lone Mountain Little League have adopted for the Fall Major Division:

General:

1. The Major Division is considered a competitive division – Scores and standings will be kept. No team may roster any player(s) who live outside of that team’s league’s boundaries without the approval of District 4. Any player added to a team's roster after the start of the season must first be submitted to the SMD for approval so that the SMD can (a) verify proper registration and the proposed player’s residence for purposes of boundary compliance, and (b) notify the other managers in the division of the roster change. Any violation of the foregoing shall result in the team being disqualified from and ineligible for the postseason tournament.
2. **There will be a single elimination postseason tournament in this division:**
 - Seeding will be determined by the teams’ regular season records (*two-way ties will be resolved as follows, in order: (a) team with best record in head-to-head play, (b) fewest runs against, (c) most runs scored, and lastly (d) coin flip*); and
 - Throughout the tournament the higher seeded team is the home team.
3. If one team does not have the required number of players to play (9) by the official game time, the game will be considered a forfeit; accordingly the umpires will leave the field.
4. All Managers, Coaches and volunteers must have a background check completed and approved by their respective league’s Board of Directors prior to participating in practices and games with the team.
5. 30 minutes prior to the start of the game, the infield should be clear of all players and coaches. A Manager/Coach/Parent is NEVER allowed to warm up a player (but managers and coaches may act as a spotter).
6. Each team can have only one (1) manager and two (2) coaches in the dugout. No friends, parents (who are not coaching), or siblings are allowed in the dugout or on the field at any time. Failure to abide by such rules will result FIRST in a warning, and SECOND in a one-

game suspension of the manager.

7. It is a Little League Rule that all players and coaches must remain in the dugout at all times. If a player needs to use the restroom or leave the dugout, the Manager or Coach in the dugout must notify the Umpire and have the player's parent escort them to the restroom.

Innings: Games are six (6) innings

Time Limits: Each game shall be a "regulation game" (as more fully described in Rule 4.10 of the ORPR). Pursuant to Regulation X of the Green Book, there is a 10:00 p.m. curfew in the Major Division. No new inning may start after 10:00 p.m. **No new inning may begin after 2 hours from the OFFICIAL start time.** However, during the regular season, if the game is tied after 6 innings, the game will be considered complete and will end in a tie.

10-Run Rule: The 10-run rule **will be** in effect. However, the team that is behind must bat at least four (4) times and if the visiting has a lead of 10 runs or more, the home team must bat in its half of the inning.

Use of Approved Bats: ALL bats must be approved and verified as compliant by the respective team manager. The penalties for the *use OR attempted use* of any non-compliant bat are as set forth in Rule 6.06(d) of the Green Book. Specifically, a batter is out if the batter (1) enters the batter's box with one or both feet entirely on the ground with an illegal/unapproved bat or (2) is discovered having used an illegal bat prior to the next player entering the batter's box. In the event an infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal/unapproved bat, the manager of the team on defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

For the first infraction in a given game, the violating team will also lose one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected from the game. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.

Offensive Rules:

1. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. Once the batting order is set it cannot be changed. Any player arriving after the start of the game is to be placed at the end of the batting order. The penalty for batting out of order will follow the ORPR Book.
2. A player that arrives late must be placed at the bottom of the batting order with no penalty. A player who leaves early **WILL NOT** be charged with an out the first time he/she misses an at bat. If a player cannot bat or finish an at bat because of an injury or illness, the player may re-enter in his or her previous batting order if the injury or illness resolved.
3. *In the Major Division there is no run limit per any inning.*

4. Stealing of bases **is** allowed. A base runner **MAY** advance **AT HIS/HER PERIL** at any time the ball is live, including an overthrown ball or passed ball by the catcher.
5. Dropped third strikes. Per Rule 6.05, players may advance on a third strike that is not caught in flight by the catcher unless there are less than two outs and first base is occupied, in which event the batter is out.
6. Only ONE offensive time-out per inning (5.10(d))

Defensive Rules:

1. Players must play every other inning. Players may not sit two (2) consecutive innings.
2. Pitchers are allowed one (1) minute to warm-up at the beginning of each half inning or inning.

Pitching Rules: Pitching SHALL BE in accordance with the ORPR Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his “League Age;” and (2) rest requirements after a player has pitched.

1. **MAXIMUM PITCHES BASED ON AGE:** ORPR Regulation VI(c) provides that 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 as of 4/30/2015	Ages 11-12	85 pitches per day
League ages as of 4/30/2015	Ages 9-10	75 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 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. This exception also applies to days of rest.

NOTE: PITCH COUNT IS BASED ON LEAGUE AGE, NOT NECESSARILY ACTUAL AGE.

NOTE: Notwithstanding the daily pitch count limits above, per Regulation VI(k), a player may not pitch in more than one (1) game per day.

2. **PITCHING/CATCHING:** A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of the day.

Regulation VI – PITCHERS in the Baseball Rule Book has been amended to read, in part:

- (a) Any player on a regular season team may pitch. *Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*

Summary and Implementation: This prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day.

3. **REST REQUIREMENTS:** 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 day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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; 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 that pitcher is removed before delivering a pitch to another batter. Example: A pitcher reaches 65 pitches and finishes the batter to end with 68 pitches prior to being removed from the game as a pitcher. The player must rest three (3) calendar days and 68 pitches are recorded as the pitcher's total pitch count.

After every game, the manager, or the manager's representative, from each team will be required to record the number of pitches pitched by each of his/her pitchers during that game. The manager, or the manager's representative, from the opposing team must sign the other team's pitch log signifying that he/she agrees. The Fall Ball League believes that for the fairness of all teams, and the protection of our pitcher's arms, this is a very important process; if you do not understand how to keep proper pitch count, do not hesitate to ask a League Representative. **Pitch counts and scores must be submitted BY THE WINNING TEAM (OR HOME TEAM IN THE EVENT OF A TIE) through the Summerlin North Little League SAS (Submit a Score) system within twenty-four (24) hours of the end of the game. The pitch counts submitted through SNLL SAS will govern eligibility of pitchers. Managers should ensure that pitch counts are verified and signed off by the other team prior to submittal in the case of a discrepancy.**

The home team's pitch count will be the official pitch count for the game. It is suggested that the visiting team verify the pitch count of each pitcher after every half inning. As volunteers for the league, all team officials (managers, coaches and scorekeeper) should **make every effort to prevent the use of an illegal pitcher** that may result in a protest, a possible forfeiture of a game and suspension of a manager. However, failure by any party to prevent such situations shall not affect the validity of a timely protest.

REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE ABOVE PITCH RULES or any ORPR PITCH RULE may be suspended as follows:

1st Offense – Suspended for the next played game.

2nd Offense – Suspended for the next and consecutive played games.

3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

4. **HIT BATTERS** - If a pitcher hits a third(3rd) batter, said pitcher must be removed from the game and replaced.

Misc. Rules to Remember:

1. **On-Deck Batters:** On deck batters are not allowed in the Major Division.

Only the first batter of each half-inning will be permitted outside of the dugout for warm-up

2. Pinch runners are not allowed.

3. **Athletic Supporters:** Per Rule 1.17, all male players must wear athletic supporters and male catchers must wear the metal, fibre or plastic type cup.

4. Metal cleats are not allowed in the Major Division.

5. **Reminders re: Catchers:**

Rule 1.12 - the catcher must use a catcher's mitt.

Rule 1.17 - all catchers must also wear a catcher's helmet with mask, "dangling" type throat protector, and shin guards.

As set forth in the L.L. Safety Code of the Green Book, any player warming up a pitcher between innings or in bullpen practice must use a catcher's mitt and wear, at a minimum, a catcher's helmet with face mask and a dangling throat protector.

6. **No Jewelry, Regardless of Composition:** Players must not wear jewelry *such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.* (**EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is permissible.)

7. **Grievances & Protests:** From time to time there will be situations before, during or after games that will warrant the SMD to investigate and take appropriate actions.

All protests must be resolved before the end of the game. If a protest is filed the game clock will still run. Once a new pitch is thrown the protest is over.

8. **Postponement of Games:** The only postponement of games that will be allowed will be due to inclement weather, power failure, acts of God, etc. An authorized SMD Member will make the determination of postponement of a game.

9. **Ejections:** A manager, coach or player ejected from a game, for any reason, must leave the ball park immediately, and will not be allowed to participate in the team's next PLAYED game per the ORPR Book. *The ejected manager, coach or player, as well as any suspended manager, coach or player, (a) will not be allowed at, around or within the ball park or the vicinity thereof, including, without limitation, the parking lot, of the team's next PLAYED game at any time during the day of the game, and (b) may not participate in such game in any fashion, including warm-ups, whether in person, telephonically or otherwise. The only exception to this rule is that a suspended manager or coach who is a single parent may drop off his/her child for the game, provided that he/she must, during the entire duration of the game, warm-ups, etc., must remain in his/her car in the parking lot and comply with subsection (b) above. If a manager, coach or player violates this rule, he/she shall be subjected to further discipline.*

10. **BETWEEN INNINGS:** Pitchers are allowed 8 warm-up pitches or 1 minute, whichever occurs first (Rule 8.03). Any manager/coach remaining on the mound while a pitcher warms up will be charged with a mound visit.

11. **TOURNAMENT GAMES:** The Championship tournament game and any "If" game will play a 6 inning game, unless the 10 run rule comes into play. All other tournament games will be subject to a "no new inning" rule after 2 hours from the OFFICIAL start time for the game.

12. **BASE COACHES** are MANDATORY! (4.05). If a team does not have all of the adult coaches available, one adult coach MUST remain in the dugout and players, with helmets, shall be stationed at either or both base coach boxes.