



Fall 2016 Majors Division Interleague Rules

Rules

All rules are in accordance with the Little League "Official Regulations and Playing Rules" rule book. Certain rules have been amended by our local rules; explanations and exceptions are:

Regulation Game

1. 6 innings or 2 hours. No new inning after 2 hours. Games can end in a tie during the regular season.
2. If a game is shortened for any reason, it is considered to be a regulation game if;
 - a. Visiting team is ahead after 4 innings, or
 - b. Home team is ahead after 3 and ½ innings, or
 - c. The game time limit has been reached.
3. If a team cannot field nine (9) players within 10 minutes of the scheduled game time, the game will be considered a forfeit by that team with a final score of 0-6.

Run Rule

1. A 10-run rule exists after 4 innings or after 3 ½ if home team is ahead by 10 or more.
2. There is no 5 run rule per half inning in the Majors division.

Line-up Cards

1. Line-up cards should have each player's first and last name along with their uniform number on them.
2. A line-up card must be given to the opposing manager prior to each game and the umpire (if requested).

Mandatory Play

1. All players must play a minimum of two (2) complete innings. Two complete innings shall be defined as six (6) consecutive outs.
2. Any player who did not start the game in a defensive position must enter the game in the third inning to meet mandatory play.
3. No player may be substituted for until they have completed their mandatory playing time.
4. Any player, who for any reason, does not complete two (2) innings of play must start the next game and must play four (4) consecutive innings before being substituted.

Batting Order

1. The batting line-up shall consist of all players on the roster.
2. Once the batting order is set it cannot be changed.
3. Any player arriving after the start of the game must be placed at the end of the batting order regardless of the status of the game.

Base Running

1. Rule 7.14 will not be permitted due to batting the entire roster. There are no pinch runners permitted unless an injury occurs. If a pinch runner is needed, the last player recorded out may run for the injured player. The injured player may only be removed for a special pinch runner one time during a game.
2. There is no stealing or lead offs until the ball has reached the batter.
2. The 3rd Strike Not Caught rule **IS** in effect in the Majors Division.

Pitching

1. Pitching logs must be signed by both teams at the conclusion of each game.
2. Each teams pitch count log must be available for review at all times. A member of the Board of Directors or an opposing manager has the right to review them at any time.
3. The home team's pitch count will be the official pitch count for the game. It is strongly suggested that the visiting team verifies the pitch count of each pitcher after each halfinning.

Pitch counts must be submitted on the specified website after each game or the next morning after the game.

Therefore, any manager that does not record their pitcher's count or uses an ineligible pitcher, or violates local pitching rules, that manager may be but not limited to:

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1st Offense - Suspended for one (1) game.
- 2nd Offense - Suspended for three (3) games.**
- 3rd Offense - Suspended for the remainder of the season.**

It is strongly suggested that teams develop 6-8 pitchers during the season. This only helps your team in post season play.

Tournament System

1. A tournament will be played at the end of the regular season for all Major Division teams. Teams may be seeded according to their regular season standings.
2. The tournament format can be altered each year to accommodate available dates and/or number of teams. Pool play, double or single elimination are options that can be used. The Board of Directors will approve the format.
3. Awards are provided for 1st and 2nd place tournament teams.

Weather

Teams must show for all scheduled games regardless of weather conditions, unless notified by a league official. Only an umpire or league official can cancel or postpone a scheduled game.

First Aid Kits

First Aid supplies are located in the blue lock-up boxes or at the concession stand at Doc Romeo. They are located in the snack shack at the Trails Park.

Trash

Dugouts and bleachers should be clear of any trash at the end of each game. Teams must clean up after themselves.

Bases

The home team is responsible for placing the bases and locking them away at the conclusion of each game.