1. **GAME LENGTH:** See Table Below. Any inning in progress will continue until completed or the game is called by the umpire for safety reasons like darkness or adverse weather conditions.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **No Inning will Start After:** | **Latest hour of Inning Start:** | **Maximum Game Length** | **Regulation Game** | **Incomplete Innings and Ties** |
|  | 2:30 hours after start of game | 8:30 PM or called by Umpire for safety reasons | 3:00 hours | See Section 7 Below | See Section 7 Below |

Notes: 1) the umpire must determine if it is safe to play at all times

**2. BATTING:** Continuous batting order is in effect for all games.

**3. MANDATORY PLAYING TIME:** *Two* innings minimum (6 defensive outs), [three is ***strongly***

encouraged to aid in player development], and 1 at bat.

**4. PITCHING:** Home team scorekeeper is the official scorekeeper and pitch counter. The umpire is dependent on the official scorekeeper to monitor the pitch count. The pitching affidavit in the Official Scorebook must be filled out by the home scorekeeper and signed by both managers after each game. Managers are responsible for checking pitching availability BEFORE the game. Any player is eligible to pitch. Pitchers, once removed from the mound, may NOT return as pitchers. Pitchers may not pitch in more than one game in a day. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day**. The manager must remove the pitcher when said pitcher reaches thelimit for his/her age group noted below.

Catchers who have caught in 4 or more innings are not eligible to pitch in that game. Once a single pitch is caught it counts as a full inning.

League Age: Max Pitch Count

11-12 85 pitches per day

9-10 75 pitches per day

**REST DAYS** - Pitchers league ages 7 through 12 must adhere to the following rest requirements:

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

Note: ***Rest days are measured midnight to midnight.***

**Example:** If a pitcher in the Little League Major Division throws 70 pitches in a game on Saturday morning, that pitcher cannot pitch again until Thursday, when he/she has had four 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.

If a pitcher reaches the “days of rest threshold” imposed while facing a batter the pitcher is only required to observe the calendar days of rest reached during that at bat provided that pitcher is removed before delivering a pitch to the next batter. Example: Pitcher starts with 48 pitches and throws 4 pitches (52 total) to complete at-bat and pulled, he will only have to rest 2 calendar days.

**5. CATCHERS:** ALL MALE CATCHERS MUST WEAR PROTECTIVE CUPS.

**6. STEALING HOME:** Standard Little League rule will apply: runners may advance at their own risk. Dropped 3rd strike rule **WILL** be in effect for the major division.

**7. REGULATION GAME:** See Sections 4:11 thru 4:13 of the Little League Rule Book. The 10-run rule applies to all games after 4 innings and the 15-run rule applies to all games after 3 innings. The Majors Baseball Division game consists of 6 innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth inning or only a fraction of it; or (2) because the umpire calls the game. *Any inning not fully completed by maximum game time or called due to safety issues by the umpire shall not count towards the official score or calculation of innings for regulation game determination.* See Sections 4:11 thru 4:12 of the Green Book for clarification on incomplete innings. The game is regulation after 4 complete innings (3½ if the home team is ahead or ties the game during its half of the 4th) – see Rule 4.10. If the score is tied at the end of a regulation game the game will be recorded as a tie.

**8.** **FIELD SET-UP/CLEAN-UP:** The home team is responsible for the following: unlocking field gates, scorekeeper’s booth, Porta-Potty and field set up (dragging the field, setting out the bases and chalking the foul lines). The visiting team is responsible for locking the gates, concession stand, scorekeeper’s booth, Porta-Potty and field clean-up (dragging the field and returning bases). Please rake, water and tamp home plate and the pitcher’s mound after the game. After the last game of day, the mound should be covered with the tarp (Little League field). Home team is **always** 3rd base side. Both teams should pick up all trash before leaving the field.

**9. SCOREKEEPING:** Each team ***must*** provide a scorekeeper. The home team is responsible for the Official Scorebook. An additional scorekeeper may be used to keep score for the coach’s scorebook. It is the responsibility of the visiting scorekeeper to verify the score and pitch counts at the end of each inning. Any discrepancy once an inning is past shall be solved by utilizing the score in the Official Scorebook. The official scorekeeper is responsible for completing the pitching affidavit form and having both managers sign the form at the completion of the game.

**\*\*\* Home team manager must post the score of the game on SportsConnect within 24 hours or risk forfeiture of game, or future game.\*\*\***

**10. GAME RESULTS:** The *home team* is responsible for filling out the game summary. Failure to

comply may result in a loss for the offending team. This may affect standings. Please call the

Manager’s Agent in the event of a rain-out/suspended game.

**11. BASE COACHES:** Two adult base coaches are allowed. However, there must be at least one

coach or manager in the dugout at all times. Players may coach bases at any time with

appropriate safety gear (batting helmet). There is no “on deck” circle allowed in this division.

**12. DUGOUT SUPERVISION:** There must be an approved adult manager or coach in the dugout

at all times. There is a maximum of 3 coaches/manager in the dugout at any one time. Only

managers, coaches and players are allowed in the dugout.

**13. DRUG-FREE ZONE:** All school district sites and Paloma Field are drug-free – NO ALCOHOL,

DRUG OR TOBACCO USE IS PERMITTED AT ANY LITTLE LEAGUE ACTIVITY.

**14. INJURIES:** Immediately report any on-field injuries to the Safety Officer and Intermediate

Coordinator and fill out the *Accident Notification Form*. Any player missing more than ½ the remaining season due to injury is to be replaced. If a player quits or is dropped from the team due to non-participation after Board review, a Majors-eligible player will be pulled up from the MINOR division through the Player Agent. No players will be pulled up from MINORS in the last 2 weeks of the season.

**15. VERBAL BEHAVIOR:** Absolutely no heckling, harassment, profanity or unsportsmanlike conduct will be tolerated from any manager, coach, player, parent or spectator during games or practices. Any person ejected by the head umpire must leave the field immediately and is suspended from the next game. **Refer to rule 4.07**.

**16. POST-SEASON PLAY:**  All players in good standing who have participated in a minimum of 60% of the regular season scheduled games are eligible to be considered for All-Star and TOS post season tournament play as determined by age and ability.

**17**. **STARTING THE GAME:** Teams may start the game with 8 players. The ninth batter’s position WILL NOT count as an out.