

Majors Division (11/12u) Rules 2022

Base length 75 ft

Pitching length 51 feet from the back of home plate.

Bats: USA stamped and wood bats (except bamboo) ONLY!

SIX INNINGS * OFFICIAL GAME 4 INNINGS * 2 HR TIME LIMIT (Rule10*)

1. PLAYERS MUST BE OF APPROPRIATE AGE AS OF MAY 1ST.

(Eligible child must be 12 years olds or younger on or after May 1st or pre-approved)

2. PLAYING TIME

Every Player present at a scheduled game must play a minimum of 3 full innings and get a minimum of one at bat.

If a Player is not starting, he/she must be brought into the game at the start of the 4th inning.

If a game ends in a *Mercy Rule*, (see rule 13). The players brought in are counted as being in the game for the final three innings of the game and must start the next game, if they didn't play 2 innings in the field and get one at bat.

If the winning team is the home team and the last half of the sixth inning is not played, that will count as a full inning played.

3. NUMBER OF PLAYERS

Teams will play with 9 players in the field. Teams are required to use universal batting order. A team may field nine if a player is injured during the game and cannot continue. **A minimum of 8 is needed to start/play a regulation game.** You must notify the opposing team prior to the start of the game of a child that has to leave early. Player who is must leave early must immediately leave the playing area.

4. PITCHING RULES -

- A. NO BALKS

- B. If a Pitcher hits three batters in a game, that pitcher must be removed and replaced with another pitcher.

- C. A Pitcher may be switched to another position and remain in the game, then be brought back to pitch again in the same game. This can only happen once in a game. (Exception): Pitcher has pitched the maximum of 75 pitches in the game. (Exception): If pitcher hit three batters and was removed, he cannot be brought back into the game to pitch.

- D. **Maximum 75 pitches per pitcher in an official game.** There is no limit to how many pitches a team has.

Rest days 0-20 pitches 0 days

21-35 pitches 1 day

36-50 pitches 2 days

51-65 pitches 3 days

66-75 pitches 4 days

- E. At the end of each half inning, the pitch count keepers will agree on the number of pitches

will thrown by the pitcher and record it. If they cannot agree on the number, the umpire will resolve the dispute.

- F. If the pitcher reaches the maximum pitch count for a given game during an at bat, the pitcher may finish that batter, and then the pitcher must be replaced. The Pitcher may move to another position on the field and stay in the game.

5. PITCHERS RECORD- (Recorded in **INK**)

- A. A Pitcher's record sheet for each team must be accompanied with the teams score book.
- B. Prior to each game the opposing score keepers must review the scorebooks to ascertain the pitching availability of each team. After review, the scorekeepers must initial the sheet as being viewed.
- C. Each pitcher that played in a game must be listed on the recording sheet along with the number of pitches thrown.
- D. At the end of each game the scorekeepers must initial the sheet as being reviewed and complete

6. STEALING- LIVE PLAY RULES

- A. Stealing is allowed and a Player may try to draw a throw by leading but only after the pitches releases the ball and the ball **crosses the front of home plate.**
No leading before the pitch.
- B. **Stealing home is not permitted** A player may only scores on: A batted ball, A walk or
A Hit by Pitch with bases loaded. (No Cheap Runs). No delayed steal of home. Double steal only permitted between 1st and 2nd base but only after the pitcher releases the ball and the ball **crosses the front of home plate.**

6C. This includes throw backs to the pitcher.

Little League rules states that the ball is live and in play at all times unless a legal reason or time is called by the Umpire only. Once a Pitcher is on the rubber and the Catcher is in position to receive the pitch the runner must return to the base he/she is on. If a thrown ball accidentally touches a base coach or umpire the ball is live and in play. If a runner is on base he/she may advance to second or third, but not home plate. If the player is tagged out trying to erroneously steal home, they are out. If they are safe at home, they will be sent back to third.

6D If a runner is on base and ball gets pitched and gets away from Catcher and leaves playing area,

runner's advance one base, to second or third, regardless if they were attempting to steal unless agreed upon by both teams and umpires before the game. Not home plate.

6E. Runners advance one base for overthrow, if the play results from a batted ball, not from a steal

rundown. **No leading before the pitch.**

7. BASE RUNNING RULES

- A. A Base runner must be on the base once a Pitcher and Catcher are engaged to execute a pitch.
- B. Player must have one foot on the base they are on until the ball crosses the front of home plate.
Once across, a player may lead off the base in an attempt to draw a throw to steal the base.
- C. If a runner is attempting to advance to another base and there is a potential play a runner must do one of the following in order to prevent injury.
 - a. Give themselves up
 - b. Avoid contact with the other player
 - c. Slide into the base.(NOTE: A runner may stand up if coming to a base where no play is involved).

d. There is no headfirst sliding going into a base, but you may head first slide returning to a base

8.. The home team is responsible for field setup and shall supply 2 cushion cork center balls.

Both teams

shall carry their field equipment to each game to be used as required.

(#93 Size ball or equivalent Majors) (#91 Size ball or equivalent Minors)

9. The Catcher may be replaced with a pinch runner if the Catcher reaches base with two outs.

If the Catcher is on base and a second out is recorded, the Catcher may be replaced with a pinch runner. (NOTE: Pinch Runner must be the last recorded out in the line up)

10. A regulation game is four (4) or more innings in which one team has scored more than the other team (3 ½ innings if Home team is ahead). Games can be called on account of darkness. If a game is called due to darkness and is beyond the regulation game limit of 4 ½ innings, the game is official, The score of the game will revert to the last previous completed inning. A game will be played to conclusion whenever possible, but an umpire has the discretion to not start a full inning of play once the game has past the two-hour time limit.

11. All games called due to weather will be rescheduled as time and field availability permits.

If a game is called prior to its conclusion, the rescheduled game will continue from the point the prior game was suspended.

12. If at the end of a regulation game (3 ½ innings if Home team is ahead), one team has a lead of 12 or more runs at any time, the Manager of the team with the least runs must immediately

concede victory to the opponent regardless if it is the home or visiting team.

The home team does not bat if down 12 after 4 complete innings

14. PLAYER, MANAGER COACHES CONDUCT

In the event a Player, Manager or Coach on a team is ejected from the game for whatever reason,

such individual shall be suspended for one game. All incidences must be reported to the Commissioner along with the outcome of the game.

PLAYER SUSPENSION

If it is a Player, that player must show up for the next game and sit on the bench for the entire game. The player does not participate in any pre-game warm up's.

COACH MANAGER SUSPENSION

If it is a Coach or Manager, he/she must view game as a spectator and is prohibited from going

on to the field or participating in anyway with the team.

Violation of this rule will result in further suspensions and/or expulsion from the league.

15. PARENTAL GUIDANCE

- Parents, spectators and small children are prohibited from sitting in the dugout area. Only Coaches, Players and Managers may sit in dugout.
- All spectators are prohibited from coming onto the field during the game. If a child is injured the Coaches shall assess the child's injury immediately and then advise parent to help out.
- Parents or spectators who interfere in anyway with the outcome of a game or disrupt the flow of a game in progress will be asked to leave the immediate area. If person/people choose not to leave immediate area, the Umpire has the right to declare a forfeit against the team people/person is affiliated with or rooting for.
- No forms of vulgarity or violence will be tolerated. If Umpire deems offense worthy of

a complete stoppage to a game, the team that person is connected to or is rooting for shall forfeit the game.

- A report must be sent to the two Commissioners' e-mail address to record. Based on severity

Commissioners' office is obligated to forward incident report to local authority for record.

SPECIFIC RULES NOT MENTIONED. REFER TO THE LITTLE LEAGUE RULE BOOK FOR INTERPRETATION.

ALL TEAMS MUST EMAIL DG STANDINGS
WITH THE FINAL SCORE OF THE GAME PLAYED.