



2011 Major League Rules and Regulations.

RULE 1 Player Eligibility

- 1.1 Team Rosters are unlimited
- 1.2 All player's age will be determined by Little League Rules, which currently determines a player's age as of April 30th. Players play at their age level, based upon little league rules, unless there is documented disability. A child with a disability will be evaluated on a case by case basis to ensure his safety and the safety of the other players at their age level. Talent level or years in the league will not be considered as a reason to keep a player down from the appropriate age level. T-Ball (4,5 &6), Pee Wee 7-8, Minors 9-10, Majors 11-12.
- 1.3 If a player is moved up to the next level (example: moving a 10 yr old up to Majors) then this player cannot play down in any of the Minor games. However a Pee Wee league player can move up to substitute for a missing player on a Minor League team and a Minor Player can substitute for a missing player on a Major League Team.

Call ups are permitted if needed in order to get a team to one above the minimum number needed to field a team at that age level. For example, a Major team may call up minor player or players if the Major team does not have 10 players available for a game; a Minor team may call up a player or players if the Minor team does not have 11 players for a game. If a player is called up, he or she may not play before the regular rostered players, except the call-up must play the minimum number of innings and have the minimum number of at bats as required by league rule. A call-up may not play more than a rostered player. A call-up may continue in the game if a rostered player is injured or becomes otherwise unavailable during the game.

- 1.4 All players must play at least 6 consecutive outs and bat at least one time. Failure to abide by this rule will result in forfeit of the game. (Exception would be for a shortened game due to the 10 Run Rule and the team has 13 or more players).

RULE II Acts of Disbarment

- 2.1 Acts of Disbarment include:
- a) Physical attack on an umpire or other official by opposing coaches/players/parents during or immediately following a game.
 - b) Player, coaches or parents threatening an umpire, official, fellow coaches, players or parents.
 - c) Destruction of facilities or property. Violation of the park rules and regulations.

RULE III Playing Rules

- 3.1 Playing Rules not officially covered shall follow Official Little League Rules.
- 3.2 Pitching mound shall be set at 46 ft. and bases shall be set at 60 ft.
- 3.3 No leads shall be permitted until the baseball passes the batter, but all bases can be stolen.
- 3.4 "Big Barrel" bats are not permitted. Bats must have a diameter not more than 2 ¼ inches. (Note for the 2012 Season bat requirements will follow the Little League rules on Composite Bats).
- 3.5 Steel Spikes are prohibited.
- 3.6 Stealing of Home:
Stealing of home is permitted when the rules for stealing are followed. After the pitch, once the catcher and/or pitcher control the ball, runner must return to 3rd base if he or she makes any move back toward that base.
- 3.7 The catcher must wear all protective gear, including the cup.
- 3.8 Extra Hitter:
You can bat 9, 10 or Entire Lineup. Whatever you choose at the beginning of the game you must stay with the entire game. If you are batting your entire lineup you can have free substitution in the field.
- 3.9 A 10 run rule after 4 innings will be in effect. The losing team must have 4 at bats.

- 3.10 No contact rule is in effect, runner must slide or give up the out. If contact is made and considered malicious, the runner will be ejected from the game.
- a. Sliding is not required at first base as the runner is encouraged to run through first base.
 - b. Similarly runners rounding any base cannot be impeded by a defensive player who does not possess the ball or is in the process of catching the ball. Warnings will be given and the umpire, at his or her discretion can place the runner at the base that he or she deems the runner would have reached had the runner not been interfered with. If the contact is viewed as malicious then the player will be ejected from the game. It will be the umpire's discretion as to whether the contact is considered malicious.
- 3.11 A team can field 9 fielders and must field 8 players. Failure to field 8 players will result in a forfeit.
- a. If a player leaves a game due to injury or illness his/her spot in the lineup is skipped and an out is not recorded for that player. If a player is removed from the game by an umpire, then an out shall be recorded each time that his/her position in the batting order is reached, if the team is batting more than 9 players or they do not have a substitute.
 - b. If a team cannot field the required minimum of eight (8) players fifteen (15) minutes after the scheduled start of the game, then that team will forfeit that game.
- 3.12 Headfirst slides are not permitted when a player is coming into a base. If the base runner has already made a base and attempts to retreat back to that base, a headfirst slide is permitted.
- 3.13 There is no Infield Fly Rule.

RULE IV Pitching Rules

- 4.1 Pitchers may pitch up to three (3) innings in a game and six (6) innings in a week. If a team is scheduled more than two games in a week a pitcher may pitch two (2) additional innings for a total of eight (8) innings. For makeup games the innings pitched relate to the week that the game was originally scheduled to be played, not the week it is actually played. Weeks will run from Sunday to Sunday.
- 4.2 One Pitch will constitute an inning pitched.
- 4.3 A pitcher must be removed from pitching if he/she hits 2 batters in the same inning or 3 batters in the game. The player may remain in the game at another position.

- 4.4 If a coach visits the mound two times in an inning for the same pitcher, then that pitcher must be removed from pitching. The player may remain in the game at another position.
- 4.5 Any age pitcher can start the inning and finish the inning.
- 4.6 There will be no requirement that a younger pitcher must pitch a minimum number of innings each week. It is highly encouraged, in order to develop pitching, that teams pitch younger pitchers, but it will no longer be required.
- 4.7 Intentional Walks are not permitted.
- 4.8 Coaches will be required to record their pitchers name, and innings pitched in the scorebook. At the end of each game coaches will sign the opposing teams scorebook verifying the pitching information. We would also like the umpire to sign each scorebook as verification that those pitchers pitched in that game.

RULE V GAME RULES

- 5.1.1 Games will be a maximum of two hours in length, unless extra innings are needed. At the two hour mark, and at the end of the inning the team with most runs wins the game.
- 5.1.2 Six innings will constitute a regulation game. In the event of lightning, rain or darkness, four innings will constitute a regulation game.
- 5.1.3 Rain outs must be re-scheduled within one week of the date the game was to be played. The home team is responsible for scheduling the game. Though the game must be re-scheduled in the above stated time frame, the game need not be played within that week time frame. Failure to schedule the game appropriately will result in a forfeit by the home team. If a make-up time is not able to be scheduled, then the home team is responsible to referring the issue to the governing board which will then set the date for the make-up game. (Reminder, every effort needs to be made to play all games as the end of season tournament seeding is determined by record.
- 5.1.4 Umpires must be at least 16 years old to umpire a game. During the regular season best practice would indicate that there be a plate and base umpire, however a home umpire is all that is required. During the tournament, the hosting organization is required to provide at least two umpires for each game.

RULE VI Sportsmanship

- 6.1 All players, coaches and parents will be expected to behave in a sportsmanlike manner at all times. Parents and coaches are reminded that this is a youth league game and all involved should act in a responsible and sportsmanlike manner.
- 6.2 Any player, coach, parent or fan whose conduct is unbecoming or abusive will, at a minimum, be warned and may be removed from the playing field and/or stands at the discretion of the umpires.
- 6.3 Foul or abusive language will not be tolerated under any circumstances. This is grounds for ejection.
- 6.4 Cursing will result in a warning for the first offense and second offense will result in an ejection.
- 6.5 Coaches or players who throw equipment will be given a warning for the first offense and will be ejected for the second offense.
- 6.6 A team may be forced to forfeit the game if they are unable to field the required eight (8) players.

RULE VII Coach or Player Ejection

- 7.1 If a coach is ejected from a game, they must sit out the remainder of the game.
- 7.2 A player that is ejected must sit out the remainder of the game.
- 7.3 Anyone ejected may be asked to leave the park at the discretion of the umpire.

RULE VIII PROTESTS

- 8.1 Umpires will work to settle all problems on the field. Protests will be allowed for age, pitching violations or rule interpretations only. Protests must be declared to the umpire before the next pitch following the dispute. If the dispute cannot be settled by the head umpire, the protest should be noted and the game continued from that point with it being referred to the governing board for resolution.
- 8.2 Protests on a players eligibility shall be made prior to the first pitch of the game. No protest on eligibility issues will be allowed once the game has begun.

RULE IX PARK RULES

9.1 Alcoholic beverages are prohibited at all park/field locations. A violation of this park ordinance will result in immediate removal from the game.