



Majors Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

Recommended league ages: 10-12 year olds

Mandatory play rules are in effect in the Majors division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. 60-foot base paths will be used for all games.
2. Major games shall be limited in time only by curfew. Any game that ends in a tie at curfew shall continue play from the point of curfew at the earliest opportunity per the Scheduler. If circumstances do not permit continued play the game may stand at the President and Scheduler's discretion.
3. Taunting of players is strictly prohibited.
4. The team Managers and their assistants from both teams shall work together to prep and tear down the fields each day.
5. Home Team is the official book and must provide a scorekeeper to utilize Game Changer from a league issued iPad. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as score keeper. The home score keeper must sit behind the backstop and not in the stands. Visiting score keepers may also sit behind the backstop, but it is not required.
6. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner may be subject to discipline by Managers and/or Umpires.
7. The Home team gets the cages for 30 minutes starting 1 hour and 30 minutes prior to game time. Visiting teams get the cages for 30 minutes 1 hour prior to game time. Teams playing on fields 1 or 2 use the top cages and teams on fields 3 and 4 get the lower cages.
8. The "ten run rule", or rule 4.10(e) from the Green Book shall be in effect during all Majors games. If after four innings one team has a lead of ten runs or more the manager of the team



with the least runs shall concede victory to the opponent. If the visiting team has a lead of ten runs or more the home team must bat in its half of the inning.

9. If a player arrives late to their game the Manager has no obligation to play them. However, once such player is entered into the game minimum play must be met.
10. If a player misses three consecutive games or practices the Manager must notify the Player Agent immediately. The Player Agent and President shall decide whether it is appropriate to release and replace the player or not. If the player is to be replaced the Player Agent shall choose from eligible AAA players who tried out for Majors and obtain consent from the parents of the child to move them up. If no eligible players are found the Player Agent may expand their search to all AAA players. Players will not be replaced in the final two weeks of play or during the post season.

Pitching Rules

1. Until May 1st all pitch count limits will be reduced from their Green Book maximums by 20. Players age 9-10 will be limited to 55 per day, players 11-12 to 65 per day. Standard rest rules apply.
2. After May 1st players age 9-10 are limited to 75 pitches per day and players aged 11-12 are limited to 85 pitches per day. Rest is as follows: 1-20, 0 days; 21-35 1 day; 36-50 2 days; 51-65 3 days; 66+ 4 days.
3. If a pitcher reaches the pitch count limit for the day while facing a batter the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made.
4. Until May 1st any player who delivers 20 or more pitches in a game may not play catcher for the remainder of the day. Any player who catches three innings in a day may not pitch more than 20 pitches in a day.
5. After May 1st any player who delivers 41 or more pitches in a game may not play catcher. Any player who catches three innings may not pitch during the day.
6. Players may not pitch in more than one game in a day.
7. Balk rules are not in effect.

Base Running

1. Leading off is not allowed.
2. Stealing is allowed. The runner may only leave the base once the pitched ball has reached the batter. Stealing home is allowed.
3. Runners may advance bases on overthrows to any base.
4. Head first sliding is not allowed, except when a player is returning to a base. Non-base-returning head-first slides result in an automatic out.