

2024 Major Ground Rules

PLAYER DRESS CODE:

- Players must be in uniform provided by the league, a shirt and hat with the team logo.
- All players must wear an athletic supporter and catchers must wear a protective cup.
- Uniform shirts are to be tucked in at all times.
- Only Little League approved equipment may be used. No steel cleats.

GAME DURATION:

- All games must be regulation games.
- All games will be six (6) innings, except:
 - Curfew is 10:00 pm.
 - The first game of a weekday double header will start at 5:00 pm, unless scheduled at a different time by the Board.
 - This shall be the official start time. The time limit for the first game is 2 hours, 30 minutes from the official start time. The second game will begin immediately after the first game.
 - If curfew or time limit is reached during a player's at bat, that player may finish the at bat; a substitute batter is not allowed.
 - Regulation games that are not completed to 6 innings (5 ½ if the home team is ahead) shall be adjudged according to the Little League Rule Book (Rule 4).

15-10 RUN RULE: Rule 4.10(e)

- Game is official if either team is ahead by 15 or more runs after 3 complete innings, 10 runs ahead after 4 innings, To ensure that all players have the opportunity to play their minimum playtime, 4 full innings must be played, even if the home team is ahead after 3 ½ innings. After 4 full innings have been played, the scoreboard will be turned off and the game will continue on until all 6 innings have been completed, if under the 2 hours and 30 minute limit (2 hours on weekends), but it does not count as an official part of the game.
- All pitching rules remain in effect.

PITCHING:

- Pitchers are limited to six (6) warm-up pitches per inning or the discretion on the umpire.
- Days rest and pitching availability will follow Little League Pitch count rules. Players age 9 or 10 may pitch a maximum of 75 pitches per day. Players age 11-12 may pitch a maximum of 85 pitches per day. *If a pitcher reaches the limit imposed while facing a batter, he may continue to pitch until the batter either gets on base or is put out.
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days or rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
- Regulation VI (d): If a pitcher reaches a day(s) threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
- If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Catching 1 pitch in their fourth (4th) inning constitutes catching a fourth (4th) inning.

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DROPPED THIRD STRIKE:

- **6.05** - A batter is out when: (1) a third strike is legally caught by the catcher; (2) a third strike is not caught by the catcher when first base is occupied before two are out.
- Summary and Implementation: During the 2015 season, for the Major Baseball Division, players may advance on a third strike that is not caught in flight by the catcher.

DUGOUTS:

- No food or gum allowed in the dugouts or on the field of play.
- Players shall remain in the dugout throughout the duration of the game except for a medical emergency or use of the restroom.
- No parent, aside from rostered coaches may enter the dugout at any time during the duration of the game.

OFFENSE:

- Rule 4.04
 - All players will bat through the line-up.
 - Continuous batting order is to include all players on the team roster that are present for the game
 - If a player shows up after the start of the game, they will be placed at the end of the batting order
 - When a player is injured, becomes ill, or must leave the game, the team will skip their at-bat in without penalty
- A batter is out for illegal action when he/she fakes a bunt and then takes a full swing.

INTENTIONAL WALK RULE: Rule 6.08 (a)(2)

- When the defense elects to Intentionally Walk a batter, the decision is to be announced to the plate umpire
- The request may be made prior or during the at-bat
- A player may only be Intentionally Walked one (1) time during the course of the game

SUBSTITUTION RULES: per Rule 4.04

- A player may be entered and/or reentered defensively in the game anytime provided he/she meets mandatory play time
- Substitutions must enter the game no later than the top of the fourth inning
- All players must play at least six (6) defensive outs and have one (1) at bat per game.
- Regulation IV (i): Please see the rulebook for the entire rule. **Summary:** Little League mandatory play time is a minimum of completing one (1) time at bat and six (6) consecutive defensive outs. If a player does not meet their mandatory play requirement, the player shall start the next game to complete their mandatory play for the previous game AND complete their mandatory play requirement for the current game. See rule book for penalties for non-compliance

COACHES: Rule 4.05 – Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach. Both base coaches may be adult managers or coaches. At least one adult manager or coach must be in the dugout.

PITCHING VISITS: Rule 8.06 –

- A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.
- (b) A manager or coach may come out three times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.

FORMS: All coaches and managers must have a league-approved application on file. Player medical release forms must be with the manager/coach at every game or practice.

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SCORE KEEPING: Home team will provide an official scorekeeper. Visiting team will provide someone to track pitch counts that will be recorded in the official scorebook after each half inning. This person is also responsible for updating the official scoreboard. The scorekeeper will advise the umpire (and coach if asked) the pitchers status between each inning. All pitch count and scorekeeping must be done in the scorebooth.

FIELD PREPARATION:

- Both managers are responsible for field prep.

<u>Home Team</u>	<u>Visiting Team</u>
Drag and water the infield	Prep the mound and home plate
Rake and dress the field	Chalk the box and lines

- Both managers will check and prep the bullpen area. Post game fieldwork will be completed as time allows. Repair the mound (game and bullpen) and plate areas first then water and drag the infield. Coaches from the completed game should help prep the field for the next game.

PRE-GAME INFIELD:

- Visiting team: 20 minutes before game time.
- Home team: 10 minutes before game time.
- No batting practice before games.

PENALTIES:

- **Rule 4.07** – When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for the next physically played game and may not be in attendance at the game sit from which they are suspended.
- **Note:** If a batter unintentionally throws his/her bat after hitting the ball, the Umpire shall give a warning to the batter and his/her Manager. If the batter repeats the offense, the Umpire shall ask the Manager to replace the player for the remainder of the game for disciplinary reasons. An out shall not be charged to the batter for unintentionally throwing the bat. A substitute player shall replace the batter at the base he/she reached. If the Manager refuses to replace the player, the player will be ejected from the game and Rule 4.07 will be enforced.
- **Intentionally** throwing the bat, or helmet, out of anger or frustration, will result in an ejection and Rule 4.07 will be enforced.

END OF GAME RESPONSIBILITIES: Both managers are responsible for the trash in their dugout and in the stands after each game or practice. When time permits between games and after the last game of the day, please rake the field and groom the batter's box and pitchers mound. Managers are to keep the equipment room clean and organized after each game or practice. ***Both managers shall empty all trash cans and replace liners after the last game of the day.*** Home team will also ensure the equipment shed is locked and all lights are off before leaving the park.