



## MAJORS DIVISION LOCAL RULES & GUIDELINES

**These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Rule Book”).** The rules and regulations within the Rule Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Summerlin South Little League has adopted:

### GENERAL:

1. The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. All managers, coaches and volunteers must have a completed background check prior to participating in practices and games with the team. Managers and coaches must wear the League-issued jersey (with name on back) and League-issued ID badge during games and the League-issued badge during practices. Volunteers who have not been approved as coaches and issued a coach's jersey may not be on the field or in the dugout at any time.
3. Each team can have *only* one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach is at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
4. Prior to the start of the game, the infield shall not be used for warm ups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
6. Managers shall use the official SSSL line-up card.
7. Pitch counts and scores must be submitted by the winning team (or home team in the event of a tie) to the SSSL website within 24 hours of the end of the game.
8. Postponement of games will only be allowed in the event of inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to postpone a game for the above-stated reasons.
9. The use of artificial noisemakers is permitted, however may not interfere with any games being played. Teams playing music or using noisemakers that has disrupted a game may be asked to cease such disturbances.

### TIME AND RUN LIMITS:

1. Each game shall be a “regulation game” as described in the RuleBook with no drop dead time. However, during the regular season, if the game is tied after 6 innings, the game will be considered complete and will end in a tie.
2. There is no run limit in any inning.
3. If after (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings, if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings], four and one-half, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
  - NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game



#### **PLAYING RULES:**

1. A team may begin and end a game with 8 players.
2. The batting order will consist of all players on the team roster regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
3. The infield fly rule is in effect
4. Base stealing (on pitched and/or passed balls) is permitted, subject to the following:
  - i. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
5. Players shall play every other inning. Players may not sit two consecutive innings.
6. Players may advance to 1<sup>st</sup> base on an uncaught third strike pursuant to Rule Book Rule 6.09.
7. The batter must keep one foot in the batter's box during the entire at bat pursuant to Rule Book Rule 6.02(c) unless one of the exceptions in Rule 6.02(c) applies.

#### **PITCHING LIMITS:**

1. Pitching limits are governed by the Rule Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Rule Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Rule Book:
4. Pitching/Catching: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Rule Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
  - 1<sup>st</sup> Offense – Suspended for the next played game.
  - 2<sup>nd</sup> Offense – Suspended for the next and consecutive played games.
  - 3<sup>rd</sup> Offense – Suspended for the remainder of the season.Multiple violations and/or intentional violations may warrant additional discipline by the League.

#### **APPROVED BATS:**

1. All bats must be approved under Rule Book regulations.
2. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly-designated manager being ejected from the game.

