

Cedar Mill Little League Baseball Majors Rules

Revised: March 2023

NOTE: Rules not explicitly stated here will follow the Little League International rules, which will be used to settle any questions or issues during games.

1. Games shall last six innings.
2. Any inning started within one (1) hour and forty-five (45) minutes from the scheduled game start time must be completed. No inning may start after 1 hour and 45 minutes from the scheduled start time. If it is exactly 1 hour and 45 minutes, a new inning starts. If it is 1 hour and 46 minutes, no new inning starts and the game is over. A new inning is considered to have started at the last out of the previous inning. Game time is limited to two hours and 15 minutes from the start time in the home book. If the inning in process has not been completed (even if you're one strike away), revert back to the previous inning's score to determine a winner.
3. A regulation game consists of six innings. If the home team is leading in the bottom half of the sixth inning, the game is considered complete. If a game is called, it is a regulation game if four innings have been completed. A game at Sunset Park is considered complete if it ends prior to four innings because of the hard stop. Revert to the previous complete inning score. The "15 Run and 10 Run Rules" will be followed per LLI Rule Book ([page 116, rule 4.10 \(e\)](#)) with ONE exception: The rules will only apply after FOUR innings have been completed (or 3 ½ innings should the home team be ahead by 15 runs) for the 15 run rule and FIVE innings have been completed (or 4 ½ innings should the home team be ahead by 10 runs).
4. Ties are allowed in preseason and regular season play.
5. For Playoff games, no new innings will start after 1 hr and 45 minutes, but any inning that has been started will be finished regardless of time.
6. If the score is tied at the end of six innings of a playoff game, the game will go into extra innings. Play will continue until one team is ahead at the end of an inning. Tournament rule 14 will go into effect in the 8th inning of a tied playoff game. See LLI Rule Book ([page 197, rule 14](#)).
7. Eight players on a team are the minimum for the game to be played. You may not borrow players from the opposing team. You may also "call up" players

from AAA for a game to meet the minimum number of players. Any permanent move of a player between divisions must be approved by the Player Agent.

8. 2021 Little League International Baseball Regular Season and Tournament Pitching Rules for pitchers age twelve and under are printed below for your reference (<http://www.littleleague.org/learn/rules/pitch-count.htm>):
 - a. If a player pitches 66 or more pitches in a day, four calendar days of rest must be observed.
 - b. If a player pitches 51-65 pitches a day, three calendar days of rest must be observed.
 - c. If a player pitches 36-50 pitches in a day, two calendar days of rest must be observed.
 - d. If a player pitches 21-35 pitches in a day, one calendar day of rest must be observed.
 - e. If a player pitches 1-20 pitches in a day, no days of rest is required (pitcher may pitch next day).
 - f. A pitcher is allowed to finish the batter that is being faced at the end on each of these day breaks. Ex: the 35th pitch is strike one to the batter. The pitcher can finish that batter. The pitcher will only rest 1 day. If the pitcher throws one pitch to the next batter that pitcher will now need 2 days rest.
9. A pitcher must be removed from the mound who reaches the pitch limit for his/her age group (<http://www.littleleague.org/learn/rules/pitch-count.htm>):
 - a. League Ages 11-12 may pitch up to 85 pitches per day
 - b. League Ages 9-10 may pitch up to 75 pitches per day
 - c. Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch to that batter until the batter is retired, reaches base safely, or the third out is made to end the half-inning.
10. If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is

completed 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.

11. Any player who has played the position of catcher for four or more innings in a game is not eligible to pitch on that calendar day. This rule becomes effective if the catcher catches any part of a fourth inning.
12. A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
13. Any violation of the pitch counts rules will result in the offending pitcher taking a mandatory seven day rest from the day following the game.
14. **Rule change for 2023 season** 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. Catchers warming up pitchers must be in full protective gear.
15. Warm-ups for pitchers: Keep the game moving
 - a. A new pitcher entering the game gets eight warm-up pitches.
 - b. A returning pitcher gets five warm-up pitches at the start of each inning.
 - c. The umpire has the discretion to start a new half inning after three minutes of turnover (after third out) regardless if the pitcher has not completed his maximum number of pitches allowed.
16. Pitchers removed may not re-enter the game as a pitcher.
17. Bat the entire roster whether they are in the game defensively or not.
18. Managers, coaches, and players (players must wear batting helmet) may coach the bases.

19. The manager and coach are responsible for players' and fans' behavior toward other team's players or the umpires.
20. Dropped third strike rule is in effect for the entire season ([page 136, rule 6.09 \(b\)](#)).
21. Check or slash bunting is not allowed in CMLL due to safety concerns. This means that if the batter shows bunt, he/she may not then take a full swing at the pitched ball.
22. Illegal Pitch: Per LLI Rule Book ([page 155, rule 8.05](#)), illegal pitches with runners on base result in the pitch being called a ball. There is no "balk" in Little League majors.
23. Stealing: Per LLI Rule Book ([page 147, rule 7.13](#)) Runners must remain in contact with their base until pitch has been delivered and has reached the batter.
24. Infield Fly Rule: Per LLI Rule Book ([page 100](#)) the Infield Fly Rule is in effect.
25. Every effort will be made to make up rainouts. The League Coordinator will schedule rainouts and arrange for umpires.
26. Managers may go to the mound to consult with the pitcher (once they have asked for and been granted permission from the home plate umpire) up to two times in the same inning (remove pitcher on the second visit) or three visits per pitcher per game (pitcher must be replaced upon the third visit)([Page 158, rule 8.06](#)).
27. The Home team will keep the official score book. They will be responsible for reporting the score of the game and both teams pitch counts on CMLL's website within 24 hrs of the game's completion.
28. The Home team will occupy the third base dugout and can use left field for warm-ups.
29. The Visiting team will occupy the first base dugout and can use right field for warm-ups.
30. Pregame Etiquette: No team should be occupying the infield prior to 25 minutes before the first pitch. Team should be warming up in the outfield prior to their infield time.

31. Each team gets 10 minutes of infield time (visiting team first), and there should be 5 minutes reserved for the plate talk and for the home team pitcher to get warmed up.
 - a. 25 minutes before the game – visiting team takes infield
 - b. 15 minutes before the game – home team takes infield
 - c. 5 minutes before the game – Coaches and umpires have the plate talk while the home team takes the field and the visiting team prepares to bat
32. Home team will provide two leather game balls to the home plate umpire prior to the game.
33. CMLL policy follows the continuous batting order rule option ([Rule 4.04, page 113](#)). All available players must be included in the batting order and must hit. If you have 11 players, your batting order is 11 players, and all players must hit in order before the 1st batter hits again.
34. Playoff Seeding Tie Breakers:
 - a. Record as calculated by GB. Basically, a tie counts as 1/2 win and 1/2 loss. Ignore the winning percentage on the webpage, as it isn't calculating correctly. For example, if a team is 8-4-2, the winning percentage should be 0.643. GB is calculating correctly.
 - b. Head to head
 - c. Runs against
 - d. Run differential
 - e. Coin flip