

MAJOR B RULES

(Updated June 1, 2021)

The Game

1. Game start times are as according to the league's official schedule in scheduling application. Warm up will begin one (1) hour prior to the game start time. The official game start time will be enforced by the umpires and supported by coaches. Visitors shall have the infield for warm up from half hour prior to the game start time for 15 minutes and the home team shall have the infield for warm up 15 minutes prior to the game start time.
2. One Coach from each team shall meet with the umpires before the game to submit and exchange line ups and discuss any issues, rule clarifications, or the implications of weather or field conditions. Once the game begins, the umpires are in charge and are the ultimate authority. **[NOTE: if the umpires are not 19 years old or older, an Adult Game Coordinator MUST attend the plate meeting and be present at the diamond for the entire duration of the game.]**
1. Dugouts - Home team takes the third base line dugout while the visiting team takes the first base line dugout. *(dugout currently not in use due to safety protocols)*
2. Home team is responsible for field set up (to be completed not less than 30 min. before game time) and take down. *(dugout currently not in use due to safety protocols)*
3. Subject to weather and daylight, games are scheduled for six (6) innings:
4. The first two innings are limited to 3 runs each and innings three through five are limited to five runs each; and
5. The final inning is once through the order or 3 outs, whichever comes first. The number of players in "the order" shall amount to the number of players on the team that has the greater number of players available to hit in the final inning. Batters cannot hit "out of order" during the final (or any) inning.
6. Once a game begins, the umpire, and only the umpire, may end a game early due to weather or darkness, however a minimum of four innings must have been completed to constitute a complete game.
7. Games suspended before reaching a complete game will be resumed at a later dated from the exact moment of suspension, unless the game is suspended before completion of the first inning in which case the entire game will be re-played.
10. No new innings to start after 8:00 p.m., or two hours after the game begins.

11. Following each game the Manager or Coach from the home team is required to report the outcome of the game, including score, to the Division Coordinator.
12. In the event a game is rained out or otherwise postponed, the teams involved will be responsible to re-schedule and complete the game at a later date. Until such games are made up and the outcome is reported to the Division Coordinator, the game will be treated a 0 run loss for both of the teams involved.
13. Playoff seeding will be based on a random draw conducted by the Divisional Coordinator. Each of the teams is to complete all of their scheduled games for the regular season title.

Pitching

14. Pitchers must pitch from the rubber on the mound, set at the LL regulation 46 feet from the point at the back of home plate.
15. Once a pitcher is removed, he/she cannot return to pitch for the rest of the game.
16. When a new pitcher comes into the game mid-inning, he/she is allowed 4 warm-up pitches only, so as to keep the pace of the game moving along. Coaches are encouraged to warm up anticipated replacement pitchers while their team is at bat or while the replacement pitcher is sitting off as a substitute player. [NOTE: Coaches may NOT catch for a pitcher at any time before a game, during inning changes or in the bullpen.]

Pitch Count Rules

17. Maximum pitch count
 - a) 11-12 year olds; 85 per day
 - b) 9-10 year olds; 75 per day
18. Pitch count and days of rest:
 - a) 0-20 pitches, zero days of rest
 - b) 21-35 pitches, 1 calendar day of rest;
 - c) 36-50 pitches, 2 calendar days of rest;
 - d) 51-65 pitches, 3 calendar days of rest;
 - e) 66 or more pitches, 4 calendar days of rest.

If the pitcher reaches the pitch limit while facing the batter, the pitcher may continue to pitch to the batter until any one of the following conditions occurs: 1. that batter reaches base; 2. that batter is put out; or 3. the third out is made to complete the half inning.

Pitchers are not permitted to pitch on three consecutive days.

19. **Pitcher/Catcher** - If a pitcher pitches 41 or more pitches in a game, the pitcher cannot go into the catching position, however, the pitcher may continue to pitch until the batter reaches base, the batter is out or a third out is made to complete the half inning.
20. If a catcher catches for 4 or more innings, he/she cannot then go in as pitcher for that game. *Pitcher who caught in 3 or less innings is limited to items #17 and 18.* If the catcher has caught less than three innings and comes into pitch and pitches more than 21 pitches, then the pitcher cannot return to the catching position. The pitcher may continue to pitch until the batter reaches base, the batter is out or a third out is made to complete the half inning.
21. For the purposes of items #19 and #20, one pitch constitutes an appearance in an inning (no fractional innings);

Hitting

22. If the batter leaves the batter's box or delays play and none of the eight exceptions apply (see the rule book), the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
23. Teams hit through their lineup, in order, and all Players hit.
24. All batters and base runners must wear helmets.
25. *Dropped 3rd strike rule does not apply in Major B.*
26. **On Deck** - There is NO "on deck" circle in Little League due to safety reasons. No players other than the batter should be swinging bats during the game. The player "on deck" is to remain on the dug out waiting for their turn to hit.
27. All players are to remain in the dug out when their team is batting.
28. Adult base coaches are permitted at 1st and 3rd bases (one per base), **provided there is an adult coach in the dugout.**

Base Runners

29. **Stealing** - Stealing is allowed but no leading off. A runner who steals after leading off will be sent back, unless caught stealing.
30. **Lead Offs**- Runners cannot leave the base, be it to steal or otherwise, until the pitched ball has crossed the plate. Runners who leave early will be sent back, unless caught stealing. In the event a base runner leaves early on a base hit (in a force situation) and reaches the next base safely, it is the umpires discretion to either allow that runner to advance to that base, or call that runner out if it is felt the base runner may have been out had they not left early.

31. **Over throws** - In the case of a hit, the base runners can only advance one base, from the time of the first throw made that results on an overthrow that leaves the field of play, otherwise the ball is live.
32. **Sliding** - For safety reasons, if there is even the slightest possibility of a play at second, third and especially at the plate, runners **MUST** slide or **AVOID**, otherwise they shall be called out. There is no head first sliding at any bag, with the exception of returning back into the bag, or the runner is out.
33. Unless they have the ball, fielders are not to block the base runner's progress by standing on the base or base paths.

Umpires

34. Once the game begins, the umpire is the ultimate authority over all aspects of the game.
35. Arguing with Umpires will not be tolerated and coaches or parents who do so may be ejected and asked to leave the park. Ejections carry an automatic game suspension **and may carry supplementary discipline as determined by the board.**
36. In the event a coach wishes to clarify an umpire's ruling they may call time out and, together with the opposing coach, they may have a brief discussion with the umpire.
37. Coaches will not have discussions with the umpire during the game unless a one coach from each team is present.
38. Unless both coaches agree, the umpire will not be asked to change his or her ruling made during the game.

General

39. Equal defensive playing time for all players.
40. Defensive substitutions are unlimited, and substituted players can re-enter the game, although pitchers who have been relieved cannot return to the mound.
41. Catchers must wear a cup, and it is recommended that all players wear cups and mouth guards for every game and practice.
42. All equipment must be kept in the dug out area away from the field of play.
43. Pitching visits, includes any visits with any defensive player, is limited to one per inning. The pitcher must be removed on the second visit in the same inning. On the third visit to a pitcher in a game, the pitcher must be removed.

