**LITTLE LEAGUE OF JOHNSTOWN**

**(Revised March ‘17)**

**MAJOR (11-12 YEAR OLD) DIVISION PLAYING REGULATIONS**

**\*All playing regulations not covered in the following shall be imposed from the official Little League playing rules\***

1. Each team may not carry more than 15 players.
2. Each team must have a minimum of 8 players to start a game.  If a team cannot field 8 players, that team will forfeit the game.

a.       All 8 players on a team must be able to safely play the field and bat.

b.      In the event that neither team can field a minimum of 8 players, the team managers will automatically reschedule the game for a future time.

c.       Any team with only 8 players will be required to record an out each time their 9th player would have batted.

    If a team with 8 players has a player that is injured or must leave **during the game**, the team may finish the game with 7 players

d.       The team with 7 players must record an out for the spot that the injured/departed player was to bat.

e.      If a second player is injured or leaves (placing a team in a situation where they only have 6 kids available to play), the game is to be called immediately.  No additional baseball is to be played if a team only has 6 players available to play.

i.      If the game is in the 5th or 6th inning, whatever team is leading at that point will be awarded the victory.  If the game is in the 1st through 4th inning, the game will be rescheduled to be finished from that point of the game at a later date.

ii.      If this scenario occurs during a playoff game, the game will be rescheduled to be finished at a later date no matter what inning the game is in.

iii.      This also applies to teams that have more than 8 players starting a game.  If injuries (or players leaving early) during a game take any team to the point where they only have 6 players available to play,  the game is to be called at that point and the same process as above will be used to determine rescheduling/awarding a victory.

1. Games shall be six innings. In case of a rainout or suspended game, the game shall be played at the scheduled site in the next available spot for both teams. A game may be considered regulation after four innings (refer to Little League playing rules).
2. The infield fly rule will be in effect.
3. A mercy rule shall be in effect. If a team is ahead by ten or more runs after 4 innings, the game shall end and be considered a regulation game.
4. There will be no time limits imposed on games for the 2015 season. This rule will be revisited after the season.
5. Call-ups

a.       Any team that cannot field 8 or 9 players at the start of a game (or that has injuries/player departures during a game that take a team to only 6 players able to play) has the option to call-up a player(s) from the Division directly below

i.      Major Division (11-12 year old) teams may ONLY call up players from the Intermediate Division (9-10 year old).

ii.      Intermediate Division (9-10 year old) teams may ONLY call up players from the Minor Division (7-8 year old).

iii.      Minor Division (7-8 year old) teams may ONLY call up players from the T-Ball/Farm Division (5-6 year old).

b.      Any team that that is calling up a player(s) must reach out to their local league for call-ups first.

c.       In the event that no players are available from the local league, the team that has the player shortage may reach out to another LLoJ local league to see if any call-ups are available to play.

i.      The Local League President from where the call-up originates must approve the call-up that is being used prior to the player taking the field

d.      Players that are NOT on an active LLoJ season roster may NOT be used at any time as a call-up.

e.      Any call-up used in a game must play in the outfield and must bat last in the order.

f.        A call-up cannot pitch.

g.       A team may call-up a player **during a game** if injuries or player departures take the team to the point to where they cannot field at least 7 players.  It is important to note – a game cannot start without each team having 8 players able to safely play the field and bat.

i.      A team that requires to call-up a player after the game has started has 15 minutes to find and have a call-up ready to play.  If after 15 minutes a call-up is not at the field ready to play and the team only has 6 players available to play, the game is to be called at that point and the same process as above will be used to determine rescheduling/awarding a victory.

h.      Once a team has 9 players available to play, no additional players are to be called up.

i.         If for some reason a call-up is used and a player or players from the original team roster unexpectedly shows up to give a team more than 9 players at the start of the game, regularly rostered players should not sit the bench while call ups play.

j.        Any team utilizing a call-up must notify the other team Manager of the situation prior to the game.

k.       A call-up cannot be used in a game to replace a player that is ejected from a game for any unsportsmanlike reasons.

1. A batter shall not be permitted to fake a bunt and swing at the same pitch. In said event, the play shall immediately be declared dead. On the first offense, a strike shall be awarded to the batter and the team shall receive a warning. On second and subsequent offenses by the same team, the batter shall be declared out.
2. A third strike must be “legally caught” by the catcher in order to retire the batter on strikes. The term “legally caught” shall be defined as the pitch being secured by the catcher prior to touching the ground. If said pitch is not “legally caught”, the batter may advance to first base at his own peril unless first base is occupied at the time of the pitch and there are less than two outs. The advancement to first base may take place following an uncaught third strike at any time when there are two outs.
3. A courtesy runner shall be permitted to run for the catcher in any inning once two outs have been recorded. Said courtesy runner shall be the player that made the most recent out. Once a courtesy runner is inserted, he may not be removed unless he scores or is retired.
4. In the case of an injury occurring to a runner on the base paths, a team may insert the player who made the last out. If the injured player is not immediately ready to assume his defensive position at the start of the next half inning, a legal substitution shall immediately be made.
5. There are no limits on stealing bases in the Majors Division.
6. A player in the starting lineup who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided that his substitute has played a minimum of six consecutive defensive outs and has completed one turn at bat. A pitcher cannot reenter the game as a pitcher. Only a player in the starting lineup may re-enter the game. However, if an injury occurs and no legal entry/re-entry is available, any player on the roster may be inserted into the lineup to fill this void without penalty to avoid forfeiture.
7. All players present on the roster at the start of the game must play six consecutive defensive outs and complete one turn at bat. Any player not fulfilling this requirement due to a shortened game must start the team’s next game.
8. Umpires and league officials shall be in authority to take action on any and all conduct and/or unsportsmanlike behavior of any player, coach, or observer during all regular season games and playoffs. If a player, coach, or observer is ejected from the game or grounds for the second time, said person shall not be permitted to be present for said teams next scheduled game. If a third ejection occurs, said person shall not be permitted at league games for the remainder of the season (including playoffs).
9. No profane language, alcoholic beverages, or tobacco products shall be permitted on the premises. Penalty is removal from game and/or grounds.
10. Each manager shall be responsible for their players’ conduct and the conduct of their spectators. Penalty is possible forfeiture of game.
11. Once the game begins, the umpires of that game are in total and complete control.

**Pitching Regulations**

1. Once a pitcher is removed defensively for any reason, he cannot pitch in that game again. No exceptions.
2. A pitcher cannot play the catcher position after throwing 40 or more pitches in the same game.
3. A catcher cannot pitch if he has caught more than 3 innings in the same game.
4. Rules for days of rest are as follows:

--If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

--If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

--If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

--If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

--If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

1. Pitch limits:

---7 and 8 year olds may throw a maximum of 50 pitches in one day.

---9 and 10 year olds may throw a maximum of 75 pitches in one day.

---11 and 12 year olds may throw a maximum of 85 pitches in one day.

EXCEPTION: If a pitcher reaches a day(s) rest (or daily limit) threshold while facing a batter, the pitcher may continue to pitch 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 will only be required to observe the calendar days(s) of rest for the threshold provided that the pitcher is removed or the game is completed before delivering a pitch to another batter.

**6 If a manager is not in possession of his/her pitch count sheet from prior games, the game will be still be played. However, the opposing manager may announce to the umpire that the game will be played in protest. The manager in violation will be required to produce his/her pitch count sheet before his/her next game, or be suspended for said game. In the event the manager in violation cannot produce the pitch sheet before his/her next game the league will request the pitch count sheet from the manager’s last opponent. If it is found he/she broke the pitching regulations, the game in protest will be awarded to the opposing team.**