

Summer Little League

Majors Rules

Game Length

- All games are 6 innings.
- Time Limit:
 - o No new inning may begin after 80 minutes. Hard cut-off at 90 minutes (no new pitch).
 - o For the purpose of clarification: The Home Plate Umpire is the official time keeper. The time limit begins on the first pitch of the game. In addition, after the top of the 1st, an inning is considered to begin once the team takes the field. No game can stop during the middle of inning due to the time limit.
 - o The time limit may be adjusted by the tournament director.
- Run Rule:
 - o 10 run rule is in effect after 4 innings.
 - o 3 ½ innings if the home team is leading by 10 runs, or if a team is leading by that number of runs any complete inning thereafter.
- Pool play games will go to extra innings to determine winner if time allows.

Pitching Rule

- A pitcher may throw up to 3 innings maximum per game.
- A pitcher may only make one appearance per game. One pitch constitutes an inning pitched.
- Team will not forfeit if pitcher violates maximum innings rules. Pitcher will simply be removed from game after 3 innings pitched.

It is also recommended to all coaches that you follow the Pitch Smart Guidelines:

DAILY MAX (PITCHES IN GAME)		REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

- Pitching distance:
 - o 11 and 12 under divisions will be:
 - ♣ 50 feet from home plate
 - ♣ 70 feet bases are apart
- Pitchers will be allowed 5 warm up pitches between innings.

Substitution

- Teams must have 8 players to start the game. The 9th spot is not an automatic out. All teams will roster bat.
- Courtesy runners are encouraged for catchers at any point of an inning and must be a bench player. If all players are entered into the game, then use the last batter from the previous inning as the courtesy runner.

Base Running

- Stealing is permitted:
 - o 11-12 under division the runner may leave on first movement of the pitcher. The pitcher must come set. Upon first movement of pitching motion the runner may leave the base. IF the runner leaves early he will be sent back to his or her original base.
 - Dropped third strike:
 - o 11 and 12 under division the batter may run on a dropped third strike unless first base is occupied with less than 2 outs.
- Home Plate:
 - o In 1st and 3rd situations: A runner at third base may not advance home if the catcher has attempted a throw down to second base in a steal situation. If an error occurs on the throw, the runner at third may not advance. In other instances of a runner attempting to steal 2nd or 3rd, the runner may advance at his own risk on an overthrow or error. 11 and 12 under division home is open.

Slide Rule In Effect

- If a fielder has the ball before the runner reaches 2nd, 3rd, or home, the runner is out if contact is made, umpire discretion will be applied and decision is final.
- Note runners are not required to slide in situations where there is no play being made per the umpire's judgement. Runners must avoid contact or slide.

Sportsmanship

- Bad sportsmanship is subject to ejection from the game and/or tournament upon the umpire's discretion.
- Coaches are responsible for parent and fan behavior.
 - All games in the 12u divisions are umpired by youth umpires. Please keep that in mind. We believe our youth umpires are best around. These kids will make mistakes and miss calls. Adult umpires make mistakes and miss calls. If for some reason they make a mistake concerning the rules of the game please have them contact the tournament director. Our umpires are instructed they can use their cell phones for two reasons during a game. One is to contact the tournament director. The second is to track time for time limit purposes.