



Majors SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league’s Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to pick or randomly choose players from the pool within their respective division.
4. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.

Length of Games

1. Games shall last 1 hour & 45 minutes or 6 innings, whichever comes first. No inning shall start after 1 hour & 45 minutes. Innings started prior to the 1 hour & 45-minute mark shall be completed. An inning officially begins at the completion of the previous inning.
2. No inning shall start after 10:00pm.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Two (2) Coaches permitted. Coaches may not interfere with a play in progress.
3. One adult must always remain in the dugout to supervise players.
4. Base coaches shall be situated in foul territory within the base coach’s box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a battered or thrown ball.
5. When not in the coach’s box, managers and coaches shall remain within one (1) arm’s length of the dugout.
6. Only the Manager may confer with the umpire.
7. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or

elsewhere at any time.

General Rules

1. Two (2) Umpires shall be provided.
2. The Infield Fly Rule **IS** in effect.
3. No Lead Offs or Balks.
4. No headfirst slides.
5. **MAJORS: The batter may advance on an uncaught strike three under certain conditions.**
 - a. **The batter becomes a runner on an uncaught strike three when:**
 - i. **Less than two are out and first base is unoccupied or**
 - ii. **There are two outs.**
6. On deck batters are not permitted.
7. Uniformed players wearing a mask and protective cup may warm up pitchers.
8. Courtesy running for the pitcher and/or catcher is permitted. The courtesy runner shall be the last out made in the inning.
9. Pitching limits and days of rest shall not be broken for any reason including any rule governing double-headers and suspended games.
10. Bunting is permitted, but fake bunts/slap swings are NOT permitted for safety reasons. A batter that squares to bunt and then swings away, will be called "out" immediately. A fake bunt/slap swing will result in the removal of the manager for the remainder of the game.
11. Double first base shall be treated as an extension of first base and no appeals will be made on whether the batter/runner touched the white or orange part of the bag.
12. Protests are not permitted. (4.19)
13. While no protests are allowed in the fall, and regular season games cannot be overturned, we will enforce manager suspensions for minimum play violates and pitch count violations. Both managers are responsible for pitch counts. If you wish to file a complaint about minimum play, the minimum play tracker must be filled out.

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight (8) players in the fall] at any time during the game shall constitute a forfeit.

Closed Base Division

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

If the lead runner is not advancing, time may be called at the umpire's discretion.

Intentional Walks

The manager of the defense may elect to intentionally walk a batter by being granted "time" and announcing such decision to the home plate umpire prior to a pitch being delivered to the batter. At such

time, the batter shall be granted first base, and four (4) pitches shall be added to the pitch count. **Only once per game can you intentionally walk the same batter.**

Stealing Bases

1. Majors – Stealing any base is permitted, including home. Baserunners can attempt to steal once the ball has crossed home plate. Base runners may advance after stealing a base to the next base at their own risk (i.e., on an errant throw) base at their own risk (i.e., on an errant throw).
2. Majors - The batter may advance on an uncaught strike three under certain conditions.
 - The batter becomes a runner on an uncaught strike three when:
 - **Less than two are out and first base is unoccupied.**
 - **There are two outs.**

Run Rules & Limits

1. Each team is permitted a **maximum of 5 runs per inning** before three outs for the first 5 innings. If the game advances to the 6th inning, each team is permitted to score up to 10 runs.
2. **The 15-run rule (after 3rd inning) and 10-run rule (after 4th inning) is in effect.**

Player Pitch Guidelines

Daily Limits

Any player on a regular season team may pitch. The manager must remove the pitcher from the position of pitcher when the limit of daily pitches has been reached.

Threshold Exceptions for Pitchers **85 pitches**

If a pitcher reaches any limit imposed in Daily Pitching Limits, Required Days Rest, or Pitchers moving to Catcher, the pitcher may continue to pitch, without penalty, until:

1. That current batter reaches base; or
2. That current batter is retired; or
3. The third out is made to end the half inning.

Pitchers Moving to Catcher:

1. Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day. A pitch caught in any inning after the umpire declares “play” shall constitute as an entire inning for purposes of this rule. There is no “threshold” exception to this rule.
2. Any pitcher that **delivers forty-one (41)** or more pitches shall not play the position of catcher for the remainder of that day.

Required Days Rest

Pitchers are required to observe the required days’ rest as shown below. The rest period shall begin at the stroke of midnight after the pitcher’s outing (i.e., the following day) and shall last for the number of twenty-four (24) hour periods (days), each beginning at midnight on consecutive calendar days.

League Age 14 and Under		League Age 15-16	
Number of Pitches ▼	Required Days Rest ▼	Number of Pitches ▼	Required Days Rest ▼
66+	4	76+	4
51-65	3	61-75	3
36-50	2	46-60	2
21-35	1	31-35	1
1-20	0	1-30	0

Notes:

1. Under no circumstance shall a pitcher pitch in three (3) consecutive days.
2. A player may not pitch in more than one (1) game on a calendar day.

Removing the Pitcher from the mound

A pitcher once removed from the mound cannot return to the position of pitcher.

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player, or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
 - For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.
 - Exception: one (1) adult must always remain in the dugout. If all adults have been ejected from the field of play, the game will be stopped and reviewed by the competition committee.
4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.