

LITTLE LEAGUE BASEBALL RULES

RANDOLPH MAJORS DIVISION – 2021 REC SEASON

1. Rules. All rules for the Majors Division shall be as set forth in the 2021 Little League Baseball Rule Book except as may be modified below.

2. Volunteer Forms. All Managers and Coaches must hand in an executed Volunteer Form with a copy of a government issued photo ID (*i.e.*, license or passport). A team is not permitted have any practices or meetings until a volunteer form is submitted by the manager and two coaches to the League Coordinator. Any violation of this rule will result in a complete cessation of all practices by the team. The team can resume its practice activities upon achievement of full compliance. It is the manager's obligation to achieve compliance with this rule.

3. Pregame. Home team will have the field to practice 30 minutes before game time. Visiting team will have the field to practice 15 minutes before game time. Weeknight games at Heistein Park should start by 5:45 PM through May 1. Freedom Park night games (if any) should start by 7:00 PM and no inning can start after 9:20 PM, as the lights are set to turn off by 10:00 PM.

4. Twilight. No inning may start in a regular season game (other than at Freedom Park) after:

7:30 PM in a game played from Opening Day through May 1st

7:45 PM in a game played from May 2 through May 15

8:00 PM in a game played from May 16 to the end of the regular season

Note: The Umpire in his discretion may still call the game due to darkness before these time periods commence or at any time thereafter.

5. Playing Time. Every player on a Major League team roster will participate in each game for a minimum of three (3) innings. No player can sit two innings in a row. Think of the kids. Try to play them more than the minimum. Penalty for not following this rule is: the player(s) involved shall start the next scheduled game, play any previous requirement not completed and the required minimum for the new game before being removed. The manager may receive a suspension for the next scheduled game for failing to follow this rule or suspension for several games for a second offense. If the violation is determined to have been intentional, a more severe penalty may be assessed including a possible forfeiture of the game.

6. Batting Order. The Major League will use a continuous batting order. See Rule 4.04. Note that if a player arrives late to a game, he/she shall be inserted at the end of the order as provided in Rule 4.04, subject to the provision of Rule 4.01.

****Note: For all games during the first four weeks of the season (through May 15), an inning will automatically end if a team sends 12 batters to the plate.**

7. Pitch Counts.

a) Summary of Pitch Count Rules

- The Pitch Count Rules can be found in your rule book under Regulation VI –Pitchers. They are applicable to the Major League and must be followed. The pitch count rules and other selected pitching rules have been summarized below for your convenience, but you are required to check and follow the Rule Book for the full scope of the rules.
- **Maximum Pitches in a Day**
 - League age 11 -12: Pitcher must be removed from pitching after 85 pitches per day. Note that if a pitcher reaches 85 pitches while facing a batter, the pitcher may continue to pitch to that batter until any one of the following events occurs: (1) that batter reaches base; (2) that batter is put out; or (3) the third out is made to complete the half-inning or the game. *See* Regulation VI(c).
 - League age 9-10: Pitcher must be removed from pitching after 75 pitches per day. Note that if a pitcher reaches 75 pitches while facing a batter, the pitcher may continue to pitch to that batter until any one of the following events occurs: (1) that batter reaches base; (2) that batter is put out; or (3) the third out is made to complete the half-inning or the game. *See* Regulation VI(c).
- **Limitations on Players playing the Catcher and Pitcher position in the Same Game.** A pitcher who delivers 41 pitches or more in a game cannot play the position of catcher for the remainder of that day. In 2019, Little League amended this rule allowing the pitcher to finish the batter if reaching 40 pitches during an at bat. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. An inning counts as receiving one pitch during that inning. *See* Regulation VI(a) and (c).
- **Rest Requirement for Next Pitching Assignment (*See* Regulation VI(d))**
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 to 50 pitches in a day, two (2) 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 1 to 20 pitches in a day, no (0) calendar days of rest must be observed.

Note that warm-up pitches do NOT count in determining if a pitch has been thrown.

- **Inning Limitation for Pitchers**

In addition to all other rules pertaining to pitching in the Rule Book, including the pitch count rule, the Randolph Major League has adopted a local rule that no pitcher may pitch more than three (3) innings per game. An inning has been pitched if a pitcher throws one pitch to a batter during the inning. In addition, under no circumstances shall a pitcher throw a pitch on three (3) consecutive days.

- b) Application of the Pitch Count Rule on the Field

- i. Home Team Manager will be responsible to assign one person (the “Pitch Count Recorder”), other than himself, to keep the Pitch Count for all pitchers for both teams. The Pitch Count Recorder may be one of the two Coaches on the team.
- ii. The Pitch Count Recorder should stay in the dugout or if the Recorder is not a coach, he or she may stay in the scoring tower, if possible.
- iii. At the end of each half inning, the Pitch Count Recorder shall notify each manager of the pitch count for each player that pitched in the half inning. The Pitch Count shall be given as a cumulative number for all innings pitched up to that point in the game.
- iv. The Pitch Count Recorder shall provide a manager with the pitch count at any time during the game upon request.
- v. The Pitch Count Recorder shall notify the Managers and Umpire when a pitcher has delivered his or her maximum number of pitches in the game. Even if the Pitch Count Recorder fails to give such notification, it is still the responsibility of the manager to remove the pitcher when he or she has delivered the maximum number of pitches for the game.
- vi. If there are any disputes over the pitch count, the pitch count kept by the Pitch Count Recorder shall be the official pitch count utilized for the game and for entry into the manager’s scorebook.
- vii. At the end of the game, the managers shall write down in their scorebook (or in such other official document the league is utilizing) the date of the game and the pitch count and number of innings for each pitcher on both teams. The opposing manager shall sign the other manager’s

scorebook. The manager's scorebook may be reviewed by an opposing manager for pitch counts at any time before, during or after a game.

viii. A pitcher may not pitch in two games in one day, no matter how few pitches or innings the player pitched in the first game. No pitcher can throw a single pitch on three (3) consecutive days

8. Sliding. A runner must either slide **or** attempt to avoid contact with the fielder on a play at any base. No intentional contact is permitted. *See also* Rule 7.08(a)(4) prohibiting a runner from sliding head-first into a base while moving forward. The Rule does not apply when a runner is returning to a base.

9. Home Team Responsibilities. Make sure all equipment, including bases and the difibulator (if there is one at the field) are put away and the box is locked and that the score board electronic remote panel is locked up and the scorer's tower is cleaned up and locked up. It is the **Home Team's** responsibility to make sure that this is done. No excuses. If the lock is missing or broken, take the equipment with you and call your league coordinator.

10. Practices. Practices will be scheduled during the season on days when no games are scheduled. If a rainout game is subsequently scheduled on your practice date, your practice will be canceled and will not be rescheduled.

11. Rainouts. If a weekday Major League game is rained out or suspended, the Manager shall advise their League Coordinator the night that the rainout or suspension occurs. The League Coordinator shall reschedule the game on the next available open weekday date subject to the following guidelines:

- A. The coordinator will try to reschedule the game on the same field, but that is not a requirement.
- B. The game will be rescheduled on the next available weekday despite the following occurrences:
 - i. Both teams or only one team will have to play two games on two successive days.
 - ii. Both teams or only one team will have to play three games in the week (Monday through Sunday).
 - iii. Both teams or only one team claim to have no available pitchers.
 - iv. The field on which the game was originally scheduled is not available, but another field is available.

- v. The manager and/or coach on one or both teams cannot make the rescheduled date.
- C. The game will not be rescheduled on the next available date in the week if any of the following will occur:
- i. One team or both teams will be scheduled to play 4 games in the week (Monday through Sunday).
 - ii. One team or both teams will be scheduled to play 3 games on 3 successive days.
 - iii. If "a" or "b" occur then the game will be scheduled the next available date in the following week.
- D. If reasonably possible, the first game rained out will be rescheduled before a game rained out on a subsequent day.
- E. The same make-up rules will apply if a team loses more than 3 players for a chorus or band recital for Randolph Middle School.

IMPORTANT: Each League Coordinator may alter these rain-out / suspended game guidelines he/she in their sole discretion deems appropriate.

If a Saturday Major League game is rained out or suspended, it will be rescheduled as follows:

If the 9:30 AM game does not start by 10:15 AM, it is automatically rescheduled for the 2:00 PM or 4:30 PM slot (whichever is available first regardless of the field) that Saturday afternoon. If the field is playable after 9:45 AM, the 11:30 AM/12:00 PM and 2:00 PM games will proceed as scheduled.

If the 9:30 AM game or the 11:30 / 12:00 or the 2:00 PM Saturday games are rained out or suspended, they will automatically be rescheduled on Sunday, the next day (except for Memorial weekend Sunday) starting at 12:00 noon, 2:00 PM and 4:00 PM. The games will be played in the same order that they were originally scheduled on Saturday. The 6:00 PM slot will also be available for the league coordinators to reschedule games. If the games rescheduled for Sunday are also rained out or suspended, the game will be rescheduled on the weekday following the rules for **weekday** rainouts.

Each League Coordinator may alter these rain-out/ suspended guidelines as he/she in their sole discretion deems appropriate.

12. Minimum Number of Players. If a team has more than 6 but less than 9 players at game time, that team is to borrow 1 to 2 players from the opponent, as necessary, to get an even 9. The opponent shall rotate the loaned players during the game and they are only to play the field. Should players arrive during the game the manager loaning the players will take back the loaned players as applicable. These games must be played rather than rescheduled. A team is permitted to start and continue to play a game if that team has at least 8 players (including loaned players). **If, however, a team is reduced down to 7 players (including those loaned) at any time during the game, that team will be considered to have forfeited that game.** The game can still be played at the discretion of the coaches but it will be recorded as a forfeit. A team that does not show up for a scheduled or rescheduled Major League game shall be considered to have forfeited the game.

13. Base Coaches. In the Major League, the two base coaches may be a manager and coach or two coaches. They no longer need to be an adult and a player. (See Rule 4.05). But in order to put two adults on the baselines, there must be another coach that remains in the dugout.

14. Ejections. See Rule 4.07 pertaining to the ejection of a manager or coach from a game.

15. Game Balls. Each team shall provide the umpire with at least one new ball before each game.

16. On-Deck. Rule 1.08 provides that the on-deck position is no longer permitted. ALL PLAYERS, INCLUDING THE ONDECK HITTER, SHALL REMAIN IN THE DUGOUT WITHOUT A BAT. THE UMPIRE WILL STOP PLAY IF THIS RULE IS VIOLATED AND INFORM THE MANAGER AND COACHES TO CORRECT THIS VIOLATION BEFORE PLAY IS RESUMED.

17. Mercy Rule. A game is considered over if a team is leading by 15 runs at the end of 3 innings or 10 runs at the end of 4 innings.

19. Dropped Third Strike. On a dropped third strike a batter **can** attempt to run to first base unless that base occupied with less than 2 outs. If there is a **runner** on first base and less than two outs, then a **dropped third strike** does not matter and the batter is automatically out. The runner on first base, however, can choose to advance on a dropped third strike at his/her peril.

20. Bunting. All forms of bunting are allowed. If a batter attempts to bunt with two strikes and bunts the ball foul, the batter will be automatically out and the play will be dead.

21. Balks. Each pitcher will receive one warning per game regarding any type of Balk or other “illegal pitch” under Rule 8.05. If that same pitcher Balks or throws an illegal pitch again, the umpire shall enforce the Balk/illegal pitch against that pitcher under Rule 8.05.

22. Infield Fly Rule. The Infield Fly Rule will be in effect.

23. Leading. Runners will be permitted to lead off the bases. Subject to the Balk rule above, pitchers will be permitted to throw “pick off” throws to bases occupied by a runner.

24. Stealing. Runners will be permitted to steal any base at any time, except that no runner will be permitted to attempt a “straight steal” of home when the pitcher is set on the rubber or in his/her motion. If a runner attempts a “straight steal” of home when the pitcher is set on the rubber or in his/her motion, the ball will be dead (even if the batter hits the ball) and the runner will be automatically out. To the extent that a runner is on third base and the hitting team desires to attempt a “squeeze” play, a “safety squeeze” will be permitted and the runner can take a big lead and run home once the ball is bunted. “Suicide squeeze” plays are prohibited.

25. Protests. All protests properly made during the game must be communicated to the league coordinator within 48 hours of the end of the game. The protest will be decided by the protest committee made up by the league Coordinator and two members of the Committee that the Coordinator selects. If a Protest is made, the game should be stopped. The manager protesting must advise the Umpire and the opposing Manager of the nature of his protest. Both managers should advise the umpire of their positions on the protest, including any applicable Rule and interpretation of said rule. The Umpire should consult with his base umpires and, if applicable he may ask any coach for his understanding of any facts which have occurred. The goal is to allow the umpire an opportunity to gather a full understanding of the applicable rule and the events which have transpired and then to make a ruling. After said ruling the game shall continue as directed by the Umpire. A protest shall not be upheld because an Umpire does not follow the guidelines in this rule. Any untimely protest shall not be upheld, regardless of the merits of same.

26. Dugouts. For each game, the home team shall take the dugout (or bench area) along the first base side of the field.

27. League Standings. Ties in League Standings after counting all Games played shall be broken as follows:

- Head to Head, if still tied then,
- Fewest runs allowed as compared to another team in the tiebreaker, if still tied then,
- By the flip of a coin.
- Once a three (or more) way tie is broken, the rules are then reapplied to break the tie among the remaining teams.

As the season comes to a close in the second half of May and in June, and in addition to the discretion afforded a League Coordinator above, a League Coordinator has the discretion to schedule or not schedule rainout or incomplete games between some teams and not others despite the fact that as of the end of the season, the teams may have played an unequal number of games or have played different opponents in their division or the other division. The final league standings including tie-breakers shall be decided on the total number of games played, despite being unequal or unbalanced between the teams.

28. Bats. Any bats that are not approved for games by Little League Baseball may not be used for any purpose and must be removed from the field and may not be put back into the bat rack.

29. Courtesy Runner. When there is one or more outs, the batting team will be permitted to use a “courtesy runner” for any runner on base who is scheduled to be the catcher or pitcher when the batting team plays the field during the next half-inning. The runner who is replaced by the “courtesy runner” will not be removed from the lineup, but such runner who is replaced **must** start the next half-inning on defense as either the catcher or pitcher. The “courtesy runner” shall be the player (batter or runner) who made the last out. Notwithstanding the foregoing, a “courtesy runner” will not be allowed in the final inning of the game or any extra innings.