

Majors Rules Spring 2010

Week

The week begins on Sunday. All Little League Rules apply.

Players

- Teams may carry a maximum of 14 players.
- Defensive team = maybe 9 OR 10
- Replacement of players - if a player quits a team, she must be replaced from players currently on a waiting list or by promotion from minors. A player refusing promotion from the minors is not eligible for promotion the same season or for the tournament team.

Playing Time

- Each MAJOR LEAGUE player **shall** be in the starting lineup at least every other game.

Exception:

- Late arrival to pre-game warm-ups (players are expected 15 minutes before the scheduled game start on week nights, 30 minutes before the scheduled game start on weekends)
- Arrival to game after submission of line-up.
- Arrival to game after 3 innings have been played.
- Each player must play at least 6 defensive outs and at least 1 at bat in a 5 inning game. .

Penalty:

- The player involved shall:
 - Start the next scheduled game.
 - Play any previous requirements not completed, including at bat.
 - Play requirement for this game before being removed.
- The offensive team will bat all players equivalent to the team with the least amount of players in the line-up, (i.e. Team A has 13 players while team B has only 11 Players: Each team would bat 11 players in rotation). The number of players batting will be set at the start of the game when the starting line-ups are turned in. Late comers will not be added to the batting rotation.
- Scorekeepers will be asked to note the inning when subs go in and starters come out.

Exceptions to playing time:

- Games terminated early.
- Unexcused absence from practice, or for disciplinary reasons. The manager must notify the umpire and scorekeepers of each team.
- Removal **during** a game by the manager for disciplinary reasons. See Conduct section of league rules for removal for an entire game.
- Ejection from a game by an umpire for unsportsmanlike conduct.

Courtesy Runners Exception to 3.04

- For reasons of injury, the last player that has been called out for the offensive team

will be the courtesy runner, even if it occurred in the prior inning. If a courtesy runner is needed before an out has been registered in the game, the last batter in the line-up will serve as the courtesy runner. (1ST INNING)

- To enable a catcher to suit up, if there are 2 outs and the offensive catcher gets on base, a courtesy runner **shall** be used. The courtesy runner **will** be the last player that has been called out for the offensive team.

Borrowing Players

- In the event that a Major Game cannot be rescheduled (see rescheduled or continued games), Major teams may borrow players from other teams in order to field a team of 10. A team can play with 9 if substitutes are not available. Players from other teams, including the opposing team, may be asked to play.

- Only one player may be borrowed per absent regular player.
- Borrowed players will fill outfield positions only. This sets the maximum number of players that can be borrowed for a Major Team at 4 (outfielders only).
- Borrowed players will bat in the last positions of the batting lineup.
- Lineups must be turned in 15 minutes before game time. If a borrowed player is included in that lineup, the borrowed player shall be given at least the minimum playing time of 6 defensive outs and 1 at bat even if a team member shows up late or unexpectedly such that a borrowed player is not needed.

Pitching Rules: All Little league pitching rules apply. **Exception:** Teams must pitch a 9 or 10 year old at least one inning per week where two games are scheduled. For purposes of this rule: 1) A PITCHER IS CONSIDERED TO HAVE PITCHED ONE INNING ONCE THE PITCHER HAS FACED 9 BATTERS IN AN INNING OR HAS RECORDED THREE OUTS IN AN INNING. THE MANAGER OF A TEAM MAY REQUEST AN EXEMPTION FROM THIS REQUIREMENT. THE EXEMPTION WILL BE GIVEN ONLY AFTER ALL THE 9 AND 10 YEAR OLD PLAYERS ON THAT TEAM HAVE BEEN GIVEN SUFFICIENT TIME TO DEMONSTRATE THEIR PITCHING ABILITY TO THE PLAYER AGENT, VICE-PRESIDENT OR PRESIDENT.

Run Rule There is no per inning run rule in effect. However, if both managers agree prior to the game, a 5 run limit for the first three innings can be used.

Mercy Rule will be defined as 12 runs and will be in effect **after** a game is official. 4 innings or 3 ½ if home team is ahead.

Length of Game

· Games are roughly 2 hours in length. · *No new inning shall begin after 1:45 minutes of play. Exception that if a game is tied and it is a regulation game the game may be played until the tie is broken. Little League curfew rules only will apply. An inning begins as soon as the third out is recorded.*

· If an official game has not been declared, the manager whose team is behind may choose to declare the game official OR to have the game completed at another date and time, at the next time the same two teams meet in a game. A note to this effect should be included when the managers sign the game card. (**Home book is official**)

Infield warm ups are not allowed if doing so will prevent game from starting at scheduled time.

All managers and coaches will instruct their players to enter the field of play as quickly as possible.

Reminder: Only one offensive time out per inning.

The last game of the day is subject to the same time limits as earlier games.

Little League rules allow 2 minutes to change sides; umpire-in-charge had discretion to determine a delay in game and begin calling balls or strikes on the batter based upon which team is not ready to begin play.
