

## 2024 Major Division Ground Rules

### PLAYER DRESS CODE:

- Player must be in uniform provided by the league, a shirt and hat with the team logo.
- All players must wear an athletic supporter and catchers must wear a protective cup.
- Uniform shirts are to be tucked in at all times.
- Only Little League approved equipment may be used. No steel cleats.

### GAME DURATION:

- All games must be completed per the official Little League Rule Book in order to be considered a regulation game.
- All games will be six (6) innings, except:
  - Curfew is 10:30 pm.
  - The official start time of a weekday double header will start at 5:00 pm, unless scheduled at a different time by the Board. No new inning will start after 7:00 pm. Hard stop for the first game will be 7:15 PM if a second game is scheduled. The second game will begin at 7:30PM.
  - In any event, no inning shall start after 10 PM.
  - If curfew or time limit is reached during a player's at bat, that player may finish the at bat; a substitute batter is not allowed.
  - Regulation games that are not completed to 6 innings (5 ½ if the home team is ahead) shall be adjudged according to the Little League Rule Book (Rule 4).

### 10-RUN RULE:

- Game is official if either team is ahead by 10 or more runs after 4 complete innings. To ensure that all players have the opportunity to play their minimum playtime, 4 full innings must be played, even if the home team is ahead after 3 ½ innings.

### PITCHING:

- Pitchers are limited to six (6) warm-up pitches per inning or the discretion on the umpire.
- Days rest and pitching availability will follow Little League Pitch count rules. Players age 10 may pitch a maximum of 75 pitches per day. Players age 11-12 may pitch a maximum of 85 pitches per day.
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days or rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.
- **Regulation VI (d):** If a pitcher reaches a day(s) threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
- **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.**
- **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. Catching 1 pitch in their fourth (4<sup>th</sup>) inning constitutes catching a fourth (4<sup>th</sup>) inning.**

### Dropped Third Strike:

- **6.05** - A batter is out when: (1) a third strike is legally caught by the catcher; (2) a third strike is not caught by the catcher when first base is occupied before two are out.

**DUGOUTS:** No food allowed in the dugout

**COACHES: Rule 4.05** – Base coaches shall be eligible players in the uniform of their team; an adult manager and/or coach. Both base coaches may be adult managers or coaches. At least one adult manager or coach must be in the dugout.

**FORMS:** All coaches and managers must have a league-approved application on file. Player medical release forms must be with the manager/coach at every game and practice.

**SCORE KEEPING:** Home team will provide an official scorekeeper. Visiting team will provide someone to track pitch counts that will be recorded in the official scorebook after each half inning. This person is also responsible for updating the official scoreboard. The scorekeeper will advise the umpire (and coach if asked) the pitchers status between each inning. All pitch count and scorekeeping must be done in the Score booth.

**FIELD PREPERATION:**

- Home team is responsible for all field prep.
  - Pre-Game
    - Water (if needed), drag, rake, and dress all dirt areas in the infield
    - Prep the mound and home plate areas
    - Install (pregame) field bases (if applicable)
    - Chalk the batter’s box and foul lines

**END OF GAME RESPONSIBILITIES:** Both managers are responsible for the trash in their dugout and in the stands after each game or practice. Home team, after the last game of the day, please rake the field and groom the batters box and pitchers mound. Managers are to keep the equipment room clean and organized after each game or practice. Home team will also ensure the equipment shed is locked and all lights are off before leaving the park.

**Both managers will check and prep the bullpen area.**

**PRE-GAME INFIELD:**

- Visiting team: 20 minutes before game time.
- Home team: 10 minutes before game time.
- No batting practice on field before games-no home plate hitting.

**PENALTIES:**

- **Rule 4.07** – When a manager, coach or player is ejected from a game, they shall leave the field and game site immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is also suspended for the next physically played game and may not be in attendance at the game site from which they are suspended.

**Note:** If a batter unintentionally throws his/her bat after hitting the ball, the Umpire shall give a warning to the batter and his/her Manager. If the batter repeats the offense, the Umpire shall ask the Manager to replace the player **for the remainder of the game** for disciplinary reasons. An out shall not be charged to the batter for unintentionally throwing the bat. A substitute player shall replace the batter at the base he/she reached. If the Manager refuses to replace the player, the player will be ejected from the game and Rule 4.07 will be enforced.
- **Intentionally** throwing the bat, or helmet, out of anger or frustration, will result in an ejection and Rule 4.07 will be enforced.