

Majors Cheat Sheet

If there are two Junior Umpires, the game coordinator MUST be present at the plate meeting and throughout the entire game.

The time between the completion of the previous game and the scheduled starting time for the next game will be split evenly between each team for infield practice. *NOTE 1: If both managers can agree to safely share the infield and outfield, they may do so. If they cannot, each team will have access to the entire infield and outfield for their share of the warmup period. NOTE 2: The game shall not be delayed due to lack of time for infield practice.*

1. Umpires will provide game balls. Game balls will be in the umpire room.
2. 15 minutes prior to game all bats, helmets, catcher's mask in front of dugout for inspection.
3. 2 minutes prior to game all players and coaches in the dugout
4. Plate meeting with Managers, umpires and game coordinator.

Managers shall submit lineups in triplicate prior to the start of each game. One copy each shall be furnished to: The Home Plate Umpire, The Official scorekeeper, The Opposing Manager

There is no time limit in Majors division games.

No new inning shall start with less than 15 minutes prior to official sunset time.

An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert back to the previous completed inning.

In the event a game is tied after six (6) completed innings The 7th inning will be played as normal. Starting in the top of the 8th inning and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who is scheduled to bat last being placed on 2nd base.

The mercy rule will be in effect for Majors - a team that is ahead by 15 or more runs after 3 innings, or 10 or more runs after four innings shall be declared the winner.

Managers must notify scorekeepers of each player sitting out each inning.

Free Substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.

Scorekeepers, pitch counters and announcers shall not cheer, coach or speak with any manager, player, coach or spectator during the official game time. Unless it is to give pitch count or score to manager.

There is an infield fly rule.

After a batter enters the batter's box, the batter must remain in the box with at least one foot throughout the at bat. After one warning on the batter for stepping out of the box, the umpire shall call a strike.

Each player on the team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least nine (9) defensive outs and bat through the order. ***No player shall sit out consecutive defensive innings.***

Major teams shall participate in official little league activities (practices, games) a minimum of three (3) and a maximum of four (4) times per week.

No more than three coaches may participate, and be within the field area, during any official little league games.

Pitch Counts

<u>Age</u>	<u>Maximum # of Pitches</u>
10	75
11	85

<u># of Pitches</u>	<u>#of Days Rest</u>
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

Managers must track all pitches thrown during bullpen sessions, practices, and scrimmages and ensure that all Little League pitch count rules are followed.

A pitcher may finish the batter if he/she hits a threshold during the at-bat.

A pitcher may not catch if he/she has thrown over 40 pitches prior to catching.

A catcher may not pitch if he/she has caught more than three innings. If they catch one pitch in one inning, that constitutes a full inning.