

# GLL Rule Highlights and Local Rules

## Majors Division

*Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these “local rules” apply.*

### Team Formation

#### Spring Season

All players in the Majors Division are required to attend Evaluations prior to being drafted to a regular season team. Team Managers should attend Evaluations for the division which they have been assigned, prepared to evaluate the talent level of the players.

Teams will be formed through a player draft, which will be overseen by the Majors Division Player Agent (“League Director”), the League President, and League Secretary. Greenville Little League uses **Draft Plan B, alternate method**, as outlined in the Little League Rulebook. Player trades are allowed but must be completed prior to the end of the draft session.

#### Fall Season

Teams are formed by Manager selection or League allocation. Player evaluations nor a draft are used to form teams.

### Tournament Team

Greenville Little League regularly participates in the Little League International Tournament. Teams are formed from our Majors Division to participate in the 9-11-year-old Tournament, as well as the Little League Baseball Tournament. A maximum of 1 team per League may participate. Tournament Teams (“All-stars”) are formed through the following process:

- 1) Applications for Tournament Team Managers are solicited by the Majors Division Player Agent
- 2) Tournament Team Manager(s) are appointed by the League President and approved by majority vote of the Board of Directors.
- 3) The appointed Manager(s) select the roster of players for his/her team from the eligible players in the Majors Division.

### Game Play

*\*Game Play rules should be considered guidelines for Fall play. Fall is instructional, and Managers should make an effort to get the maximum play time for all players.*

1. **Number of Players Required to Play:** A game will start with only 9 players, and it must finish with at least 9 players, no less. If additional players arrive late (after the first pitch is thrown), they may be used as substitutes. Late arriving players do not have to meet mandatory minimum play requirements.

If a team has less than 9 players to start a game, the league will officially call it a forfeit. If both coaches agree, the coaches may re-schedule the forfeited game by coordinating the time and place with the league's master scheduler and chief umpire. Coaches must notify the league in advance for it to be considered an official game.

If a team starts a game with 9 players and is reduced in numbers, due to injury or illness, the game will become a suspended game and resumed by the league at a later date.

2. **Call-over / Call Up Players:** Coaches have the option to "call-over players" (from another Majors team) or "call-up players" (from a Minors Team) to make a roster of 9 players, but they cannot call-over or call-up a player to obtain a roster of 10 or more. However, in the event a call-over or call-up player is present to play and a player from the reduced roster arrives, the call-over or call-up player will still be allowed to participate in the game. The lineup, identifying the call-over/call-up player(s), must be submitted to the opposing coach and home plate umpire before the game begins.

In order to call-over/call-up a player, a coach must contact the league's Player Agent who shall maintain the call-over/call-up list. Call-over players must be a player drafted after (below) the highest drafted, absent player from the team with the reduced roster. For example, Team A is missing two players, drafted 45th and 64th. The proposed Call-Over player must be a player drafted 46th or below. Once the potential call-over player is identified, the Player Agent will contact that player's guardian to determine his availability to play in the game. If he plays, then he is removed from the call-over/call-up list for that particular team. If he is not available to play, the next player is identified and contacted. Players may only be used as a call-over/call-up players for each team, one time. The Player Agent and League President reserve the right to make decisions, without Board approval, on the eligibility of individual players serving as Call-Over/Call-Up players more than once.

Call-Over/Call-Up restrictions:

- Call-Over / Call-Up players cannot pitch
- Call-Over / Call-Up players cannot play the position of catcher
- Call-Over / Call-Up players must meet their minimum play requirement even if the team's additional players arrive late
- Otherwise, Call-over / Call-up players are treated exactly like regular rostered players and can bat anywhere in the batting order

3. **Time Limit:** Majors games have a maximum time of 1 hour and 45 minutes.

4. **Games Tied at the End of 6 Innings:** Additional "tiebreaker" innings will be played until the game time allotment has been exhausted. Once the 1 hour and 45 minutes have past then it will go to an international tie breaker scenario for 1 extra inning only. Both teams start with the last batted out on 2<sup>nd</sup> base and 0 outs. If after the 1 extra inning the game is still tied then the game is concluded and both teams record will show the tie.

5. **Run Limit:** There is no run limit in Majors.

6. **Mercy Rule:** The game is called when a team is ahead by 10 or more runs after the end of the 4<sup>th</sup> inning or any subsequent inning.

7. **Substitution for Mandatory Play:** The minimum play requirement for all players is 6 defensive outs and 1 at-bat (in a full 6 inning game). If the substitute reaches base in their 1 at-bat, a special pinch runner cannot be used or the substitute's at-bat is disqualified as their respective official at-bat. Thus, minimum mandatory play has not been met and the substitute must remain in the game until conditions (6 consecutive outs and 1 at bat) have been met. If a game is shortened for any reason, there are no minimum play requirements. There will be a continuous batting order in Majors with each team hitting all 11 players. If your opponent has less than 11 players you are free to hit the same number of players as your opponent has in their lineup. Free defensive substitutions are allowed throughout the game as long as each player is meeting the mandatory play requirements.

8. **Pitching & Catching Limits:** A pitcher may throw a maximum of 85 pitches per day, but the pitcher will be allowed to finish the batter in an inning. ALL PITCHERS ARE LIMITED TO 50 PITCHES TOTAL BEFORE MARCH 31<sup>ST</sup> AFTERWHICH WE WILL RETURN TO THE REGULAR NUMBERS BELOW. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If he delivers the 40th pitch to a batter, he is allowed to finish the batter and still be eligible to catch. A player who plays the position of catcher for more than 3 innings cannot move to the position of pitcher. (If a catcher catches 1 pitch in the 4<sup>th</sup> inning, he cannot pitch.) A catcher who pitches in the same game and throws more than 20 pitches may not return to the position of catcher.

9. **Rest Rules for Pitchers:** Pitchers must adhere to the following rest requirements.

- 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 of rest must be observed.
- If a player pitches 36 - 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

***Exception: If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs:***

- ***That batter reaches base***
- ***That batter is retired***
- ***The 3rd out is made to complete the ½ inning***

***The pitcher will only be required to observe the calendar day(s) rest for the threshold he reached during the at-bat, provided the pitcher is removed before delivering a pitch to another batter.***

10. **Balks and Illegal Pitches:** A balk or illegal pitch, whether or not the pitch is actually delivered to the batter, counts as a pitch in determining the pitch count for that pitcher.

11. **Intentional Walks:** Intentional walks will be allowed in Majors. No single player can be intentionally walked more than once per game. The defensive team elects to “Intentionally Walk” the batter by announcing such decision to the home plate umpire. The pitcher does not have to throw any pitches to the batter being “Intentionally Walked”. 4 pitches are automatically added to the pitcher's pitch count. It will be at the umpire's discretion as to whether a player who has already been “intentionally walked” in the game is being “unintentionally, intentionally” walked. When the umpire determines that a player is being “unintentionally, intentionally” walked, then no “balls” that are thrown will be counted in the ball/strike count - only strikes. However, all “balls” and “strikes” that are thrown will be counted towards the pitcher's pitch count. This rule is not intended to prevent intentionally keeping the ball “on the corners” or “just outside the strike zone.”

12. **Suspended Games:** In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for the day the game is resumed, provided the pitcher has observed the required days of rest. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rule governing substitution. A pitcher removed from the mound in the game suspended may not return to the mound after the game resumes. At the time a game is suspended, both coaches and umpire should agree and note the official elapsed game time as this will be required to enforce the time limit (if applicable) when the game is resumed.

- Example #1: A pitcher delivers 66 or more pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
- Example #2: A pitcher delivers 66 or more pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
- Example #3: A pitcher delivers 66 or more pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

13. **GLL Year-End Tournament Pitching Rules:** The normal regular season pitching rules (i.e. days rest and pitch limits) apply.

14. **Pinch Runners:** In Majors, the pinch runner may only be someone who is not officially in the game at the time (i.e. substitute). Majors play by the normal Little League “Special

Pinch Runner” rule as outlined in the Official Little League Rulebook (see Official Little League Rulebook for details). Courtesy runners can be used for catchers at any time. When there are 2 outs in the inning, it is mandatory to use a Courtesy runner for the Catcher. The courtesy runner should be someone who is not in officially in the game.

## **General Information for Coaches:**

**Quick Play:** Teams will be allowed 2-3 minutes or 7 warm-up pitches between each half inning. Please have your players quickly enter and leave the field between each half inning. Assign someone to assist getting your catcher ready before you take the field, and use a courtesy runner for your catcher when there are 2 outs. Have your substitutions ready to go before the end of the inning. Keep your team meetings during/between innings to a minimum.

**Postgame Meetings:** Please help us keep games on schedule by immediately gathering all your trash and clearing out of the dugouts at the conclusion of your game. Move outside of the fenced area to hold postgame team meetings (unless your game is the last one of the night/day).

**Soft Toss:** Absolutely no hitting baseballs (i.e. soft toss) into any of the fences at our ballparks. Please use the batting cages and nets.

**Safety Notes:** Adults are not allowed to throw with players. This is a strict Little League rule. On-deck batters are not allowed. Casts may not be worn on the field by players, coaches, or umpires. Anyone wearing a cast must remain in the dugout during the game. Players are not allowed to sit at the open entrance of the dugouts. Please do not allow your players to wander into the bullpen area.

**Alcohol and Tobacco Policy:** Little League, the City of Greenville, and the Greenville County Recreation Department prohibit all alcohol and tobacco products at our ballparks. This includes fields, dugouts, stands, parking lots, and other areas within the confines of the park.