

Sugar Land Little League

MAJOR DIVISION GROUND RULES

The Little League Baseball Official Regulations and Playing Rules shall govern the “Playing Rules” for the Major Division.

The Sugar Land Little League Major Division Ground Rules listed below are additional, modified, or detailed explanations of the “Playing Rules” for the Major Division, only.

1. **SCHEDULED GAME START TIME:** All games shall begin promptly at the scheduled start time. If a team is unable to field at least 8 players by the game’s scheduled start time, then the game will be rescheduled by both managers' agreement. If the game cannot be rescheduled, the game will be canceled.
2. **CURFEW:** There is a 1 hour & 50-minute time limit, in which no new inning shall begin. No new inning will begin after 10:00 pm and no game will be played after 10:30 pm.
3. **LENGTH OF GAMES:** All games shall consist of six (6) innings (5 ½ if the home team is ahead), unless the game is shortened by the umpire due to time, run-rule, weather, etc. All shortened games must consist of at least 4 innings (3 ½ if the home team is ahead) to be considered a complete game unless the time limit has expired, and the inning has been completed. Games tied after 6 innings will be considered complete and recorded as a tie.
4. **RUN RULE:** A 5 run per inning rule is in effect through the first 3 innings, after 3 innings unlimited runs are allowed. Note: continuation scoring will not be allowed past 5 runs; if the batter hits the ball to score the 5th run the play will stop and the side is retired. The only way more than 5 runs can be scored is on a home run (over the fence). ***The ten-run rule applies after 4 innings (3-1/2 if the home team is ahead).***
5. **LENGTH BETWEEN INNINGS:** Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes after the last out of the previous half-inning. The Pitcher may take up to 5 warm-up pitches in between each inning, if within the 2 minutes. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
6. **RAIN-OUTS:** Rain-out games shall be rescheduled by the League Division VP. In the event a team cannot field enough players on the initial makeup date and notifies the Division VP and Opposing Manager 24 hours prior to the scheduled game time, a second date will be set. If said team cannot make the 2nd makeup date, that team shall forfeit – the game score will be recorded as 7-0.
7. **COACHES:** Each team is allowed, 1 manager and 2 coaches. Base coaches will consist of 2 adults or 1 adult and 1 player (the player must wear a helmet and may only coach 1st base). ***No defensive coaches will be allowed on the field.***
8. **BATTING ORDER:** Each team will use a continuous batting order with unrestricted defensive substitutions. A player who arrived after the start of the game will be inserted at the bottom of the batting order. The mandatory play rule applies, see rule #10.

SLLL has chosen to implement Rule 6.02-c: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat. There are exceptions to this rule...please see Rule 6.02-c in the 2023 LL Rule Book.

9. **PLAYERS:** The Majors division is for 11 and 12-year-old league age players. 10-year-old league age players may appeal to the Player Agent if they have a sibling playing in the Major division and request to be on the same team.
10. **MANDATORY PLAY:** Each player on the team's roster and present at the start of the game shall play a minimum of 1 inning in the infield and may not sit more than 2 innings in a row. The penalty for violating the mandatory play rule will be assessed to the Manager as follows:
- 1st Offense – Manager suspended from the next scheduled game,
 - 2nd violation – Manager suspended from the following two games,
 - 3rd violation – Manager will be removed from the league as a manager.
- [**EXCEPTION:** for weather, shortened games, illness, injury]
11. **INFIELD FLY:** The infield fly rule is in effect.
12. **DROPPED 3rd STRIKE:** The dropped 3rd strike is in effect.
13. **DUGOUT ASSIGNMENTS:** The Home team will occupy the 3rd base dugout while the Visiting team will occupy the 1st base dugout.
14. **PITCHERS & CATCHERS:** Pitchers that throw 41 pitches cannot play the position of catcher the remainder of the day. Catchers that catch 3 full innings cannot play the position of pitcher the remainder of the game; and catchers that catch less than 3 innings and then pitch, cannot return as a catcher the remainder of the game. If a pitcher reaches a threshold during an at-bat, the pitcher may finish the batter and the pitch count will revert to the threshold. The manager must notify the lead umpire prior to reaching the threshold that the pitcher is to be removed. The penalty for violating the pitchers & catchers' rules will be assessed to the Manager as follows:
- 1st offense – Manager suspended from the next scheduled game,
 - 2nd offense – Manager suspended from the following two games,
 - 3rd violation – Manager will be removed from the league as a manager.

THERE ARE NO EXCEPTIONS TO THESE RULES.

15. **PITCHING REQUIREMENTS:** A league age 11-year-old must pitch a minimum of 6 outs per week. A full "run rule" inning counts as 3 outs. The first two runs of a "run rule" inning count as 1 out, the next two runs count as 1 out, and the last run counts as 1 out.
- a. Pitchers must not pitch more than the Little League rules allow per day:
 - 12-year league age – maximum of 85 pitches
 - 11-year league age – maximum of 85 pitches
 - 10-year league age – maximum 75 pitches
 - a. Pitch count rest days will comply with the Rule Book as follows:
 - 66 or more pitches – (4) calendar days rest
 - 51-65 pitches – (3) calendar days rest
 - 36-50 pitches – (2) calendar days rest
 - 21-35 pitches – (1) calendar day rest
 - 1-20 pitches – (0) days rest

THERE ARE NO EXCEPTIONS TO THESE RULES.

16. BALKS: Balks are not enforced, but the umpire will call the ball dead if a balk occurs and ball will be added to the pitch count.
17. PROTESTS: Only rule infraction protests will be allowed. All disputes must be settled within 5 minutes, by the Lead Umpire. The Manager may, with rule book in hand and permission from the Lead Umpire, question a call regarding a ruling. The Umpires' decision at the end of 5 minutes is final. **JUDGMENT CALLS CAN NOT BE PROTESTED.**
18. ON-DECK BATTER: No on-deck batter is allowed. Players must remain in the dugout and are not allowed to swing bats in the dugout.
19. BUNTS: Bunts are allowed.
20. SCOREKEEPER, PITCH COUNTER, SCOREBOARD OPERATOR, & FIELD MAINTENANCE:
 - a. The home team shall be responsible for making sure the field is prepared before each game (putting out bases, marking the field, lightly watering, etc.)
 - b. The home team shall provide the official scorekeeper and the visiting team shall provide the scoreboard operator and official pitch counter. After the game, the scorekeeper & pitch counter shall have both Managers sign the scorebook & pitch count.
 - c. Both teams are responsible for picking up the trash in their respective dugouts.
 - d. The visiting team is responsible for raking and watering the field after the game.
 - e. The home team manager will be responsible for submitting scores and pitching results to the league scorekeeper within 48 hours following the game.
21. INJURY REPORT: An injury report must be filled out for every injury, no matter how minor. Forms can be found in the concession area or ask the Board Member on Duty. The incident must be reported to the league Safety Officer within 24 hours of the injury.
22. END OF SEASON PLAYOFFS: Playoffs will be determined by the League VP.
23. TOURNAMENT “ALL-STARS” TEAMS: All-Star teams will be selected according to SLLL rules.