

# Majors Division Rules

All divisions will follow the rules set forth in the Official Rulebook as published by Little League. All coaches should familiarize themselves with the rules in the official rulebook. The following rules either highlight areas of importance or are specific to Noon Optimist Little League for play in the Majors Division:

1. All Managers/Coaches must annually complete an application, be appointed by the President, and be approved by the Board. All coaches must pass a background check before being assigned a team.
2. Managers are responsible for submitting all of their volunteers to the league. All volunteers must be approved and pass a background check before interacting with players.
3. Tryout and draft: Manager may be accompanied by one (1) approved coach for their team.
4. Two (2) coaches are allowed to coach the bases in Major division games, provided there is another coach available to stay in the dugout. No more than three volunteers are permitted in the dugout at any time.
5. If a field is short an umpire at game time, both team managers and the umpire available or the Board Member on duty will meet to acquire a volunteer from the stands to officiate in the field. This arrangement must be agreeable to both managers.
6. Lineups must be completed using each player's full name and number. Lineup cards must be distributed to the scorekeeper, opposing team, and umpire (as requested).
7. Continuous Batting Order (CBO) will be utilized in the Major division in accordance with Tournament Rule 9 - Mandatory Play. A continuous batting order that will include all players on the team present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order.
  - a. A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: Pitchers once removed from the mound, may not return as pitchers.
    1. Every player placed in the line up will participate in each game. No player will sit more than three (3) consecutive outs.
  - b. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives later to a game site, if

- the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.
- c. An improper batter will be considered as batting out of turn (see Rule 6.07).
  - d. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.
  - e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).
  - f. There is no exception to this rule.
  - g. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
  - h. The Board of Directors reserves the right to impose penalties (including, but not limited to removal of the manager, forfeiture of a game, and/or disqualification of the team or coaches from further participation) if, in the opinion of the Board of Directors:
    1. if a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
    2. a team fails to meet the requirements of this rule more than once during the season, or;
    3. a manager willfully and knowingly disregards this rule.
8. Major teams will maintain a roster of (up to) 12 players, no less than 10, and must maintain the roster at that number. Before a manager in the majors drafts up, he must justify to the Board why he lost the player. Major Managers have a week in which to replace a lost player. Managers are to report any lost or injured player to the players agent within twenty-four (24) hours. A draft pool will be established by the board.
  9. Only pitcher and catcher substitutions must be announced to the head umpire.
  10. The Majors division does not have either a per-inning run limit or a time limit for the game. Tie games must play complete innings until the tie is broken according to Tournament Rule 14. If curfew applies, the game must then be rescheduled as per the rulebook.

11. Pursuant to Rule 4.10 (e), a regulation game may be called after three (3) innings if one team is ahead by fifteen (15) or more runs, four (4) innings if one team is ahead by ten (10) or more runs, or If after five (5) innings one team is ahead by eight (8) or more runs.
12. Each team must keep a scorebook in their dugout.
13. A batter may advance to first base on a dropped third strike in accordance with Rule 6.05 (b).
14. Special Pinch-Runner/Courtesy Runner may be used in accordance with Tournament Rule 3(d). A team may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team's batting order and must be the player in the batting order who made the last out.
15. Pitchers
  - a. In accordance with Rule 3.09, manager/coaches are permitted to warm up pitchers or in the bullpen or elsewhere at any time.
  - b. A player may not pitch in more than one game per day. Makeup games which are scheduled to resume on the same day as a previously scheduled contest must be treated as a second game for purpose of pitching eligibility.
  - c. A pitcher once removed from the mound cannot return as a pitcher during that game.
  - d. Maximum pitches per day are as follows:
    - i. Ages 10: 75 / day
    - ii. Ages 11-12: 85 / day
  - e. The following pitch count/mandatory rest schedule will be strictly enforced:
    - i. 66 or more pitches: 4 days rest
    - ii. 51-65: 3 days rest
    - iii. 36-50: 2 days rest
    - iv. 21-35: 1 day rest
    - v. 1-20: 0 days rest
  - f. Once a pitcher has reached their declared pitch limit, he/she may finish pitching to the current batter before being removed from the mound.
  - g. Pitcher/Catcher rule:
    - i. Any player who has the position of catcher for four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count.

- ii. If a pitcher delivers 41 or more pitches per day, he/she cannot catch for the remainder of the day.
16. It is the responsibility of the manager to know the number of pitches and to substitute at the appropriate time. Declaring a pitching threshold intent to the umpire does not absolve the manager of his responsibility to make a timely substitute.
17. Managers must assume responsibility for maintaining pitcher's eligibility records and signing the official scorebook after each game.
18. Official scorekeeper's book is the official record. Pitch count discrepancies should be caught early (before reaching a pitch limit threshold) and any discrepancies resolved through the head umpire.
19. Home team (3rd base dugout) puts out bases and chalks the batter's box.
20. Visitors team (1st base dugout) puts up the bases and rakes the infield and waters the infield when needed.
21. Arguing with umpires, scorekeepers, coaches, fans, etc. will not be tolerated and may be cause for disciplinary measures as allowed per the adopted By-Laws. If you wish to question a call, proceed to the umpire after being granted time and have a calm, quiet discussion which should be inaudible to both spectators and players. Regardless of the outcome, be respectful of the decision. If necessary, pursue the appropriate avenue for appeal.
22. Problems with umpires, scorekeepers, spectators, players, or coaches must be addressed to the board through the official Incident Report form, a copy of which will be made available upon request.
23. Teach good sportsmanship, honesty, loyalty, courage, and respect. Have fun!