

Shelton Little League - Major Division Rules & Regulations Updated 5/26

1. Pitch Count

Maximum pitch count (10 yr olds – 75 pitches & 11-12 yr olds 85 pitches)

1-20 pitches - no days rest

21-35 pitches - 1 days rest

36-50 pitches - 2 days rest

51-65 pitches – 3 days rest

66 or more – 4 days rest

2. A pitcher once removed from the mound may not pitch again in the same game or in another game the same day.

3. A player who has thrown more than 40 pitches on a given day may not be utilized as a catcher for the rest of that day. Any player that plays position of catcher more than 3 innings, may not pitch in that game. (completion of batter rule applies)

4. 6 inning games (A new inning can't begin past 1:45 of play, but that inning can finish once started.

5. Minimum play is 6 consecutive defensive outs and 1 at bat, substitution rules must be followed (rule 3.03)

6. Base coaches will be at least 1 adult. 1 adult coach **MUST** be in the dugout/bench area (ONE manager and 2 coaches allowed during game)

7. Stealing is allowed. Runners may leave base when the ball reaches the batter. There is **NO** leading off the base in Little League.

8. Good sportsmanship is a **MUST**. No questioning judgment calls of umpires. Disrespect of the the Umpire by either coaches or players will not be tolerated.

9. Special pinch/courtesy runners can be used in accordance with Little League rule book.

10. Mercy Rule: 10 runs after 3 ½ (home team ahead) 4 (visitor ahead) (**MANDATORY**)

11. 9 man batting line-up (**NO** extra hitter)

12. Each player must play at least 2 complete games during the season.

13. Visiting team will supply the announcer. Both teams will prepare the field for the game and properly rake it after the game. Home team volunteers will staff the snack bar.

**All other rules will be Little League
book rules. GET THE APP!**