

TRUMBULL LITTLE LEAGUE
2023
RULES GOVERNING MAJOR LEAGUE PLAY

The following rules and notes governing Major League play will be in effect for the 2022 Little League Season. If you have any questions or are in the need of a rule clarification, please do not hesitate to contact the division commissioner. **The Trumbull Little League Board has chosen to adopt local regulations that will enhance play and provide for a safer and more enjoyable experience for our children.** Some of what follows is “new” additions to the rules while the rest is noted simply to clarify and reinforce some of the more commonly misunderstood rules and questions governing play. **If a rule is not described in this document, then you are to adhere by the Official Little League International Rule book.**

- 1) To be eligible to play in the Major Division, players must be born between September 1st 2010 and August 31st 2012. Please note 10 year olds will only be eligible if needed based on # of players required.
- 2) Line-up cards must be presented prior to the beginning of play. One (1) copy to the opposing team. Both teams are to keep score and pitch counts. Home team is the official scorer.
- 3) **Pitching Guidelines:**
 - a) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position except the Catcher’s position:
 - 11-12 years old: 85 pitches per day
 - 10 years old and under: 75 pitches per day
 - Age is determined by the age of the specific player in question, **NOT** by the division in which the game is being played.
 - Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
 - b) A player may not pitch in more than one game in a day.
 - c) Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest
 - No rest is needed for 1-20 pitches in a day
 - d) Both teams shall keep track of the pitch count for both teams and check with the other team after each half inning to agree on the actual number of pitches. If there is a disagreement, then the home teams’ count shall be used. **NOTE: Please report any disagreements in pitch count that were not agreed on during the game to the Majors Division Commissioner. Do not argue about the pitch count during the game.**
 - e) Pitchers once removed from the mound, may not return as pitchers.
 - f) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
 - g) A pitcher who has thrown 41+ pitches may not play the position of catcher for that game.
 - h) Anyone who has caught in any part of 4 different innings may not then pitch.
 - i) **Intentional-Walks**
 - Pitches **will not** be thrown by the Pitcher.

- However, the four pitches will be included in the pitch count

4) After each game, Managers are required to report all pitchers who have pitched and the number of pitches thrown by each pitcher. The pitch counts are to be emailed to designated pitch count email distribution create by TLL Board

- Team Name
- Who Pitched and # of pitches thrown
- Final Score and how many innings were played in the game (some games may go more or less than 6 innings)

5) A coach may visit a pitcher up to 3 times in total during a pitcher's duration of pitching. Once a coach visits the pitcher a 3rd time, that pitcher must be removed. You may visit a pitcher twice in one inning and allow him to stay in the game. However, the next visit (3rd visit), regardless of which inning you make that 3rd visit, requires you to remove that pitcher. That pitcher must be removed and replaced with a player who is currently on the field or on the bench and eligible to come in.

6) There will be no on-deck batter or circle. The batter will take warm-up swings in the batter's box only.

7) **Batters will keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.**

8) As the Pitcher delivers a pitch, waving or wagging the bat while in a bunt stance is not allowed. In addition, a player may not be permitted to "show bunt" then swing away at a pitch. This is interfering with the catcher and is dangerous in Little League. The umpire shall warn the player and the bench. Interference could be called on the batter if the umpire judges that this act hindered a play by the catcher.

9) Managers or coaches are allowed to warm up pitchers. All players must wear at least a face mask and cup when warming up a pitcher. Try to designate a scheduled bench player each inning to warm up the pitcher while the catcher is gearing up.

10) Three Trumbull Little League approved adult coaches are permitted in the dugout. The book must be kept by one of the coaches in the dugout. **NOTE: Only eligible players in uniform, a manager and two coaches will be allowed in the dugout. No one else – including siblings of the players, friends of the players, friends of the coaches, non-coaching parents etc. will be allowed in the dugout during a game.**

11) No smoking in or around the dugout and field areas. No eating in the dugout area. Only plastic water bottles will be allowed in the dugout. NO GLASS. Teams vacating a dugout must move all trash to waste barrels.

12) Coaches may not wear cleats, nor may they wear shirts that are similar to their teams. (a uniform jersey or shirt). This is a Little League Green Book Rule.

13) **MERCY RULE:** The mercy rule may be enacted thus ending official play after 4 innings if a team is winning by a minimum of 10 runs. **NOTE:** pitches pitched before the mercy rule will count towards the totals for the players.

14) **Batting Line-Up:** TLL Majors may use 1 of 3 batting order options. Line-up selection is at the Manager's discretion and must be declared prior to the start of the game as part of the line-up exchange.

- I. Use a 9 player batting order and follow substitutions and minimum play requirements.
- II. A Manager may choose to bat 10 batters by using the “**Extra Hitter**” option. The Extra Hitter option must be announced prior to the start of the game as part of the line-up exchange. Once the line-up cards are exchanged, the Manager must stay with that EH choice and cannot add or remove the EH option during the course of the game. If you start with 10 players in your line-up, you must play the entire game with a 10 batter line-up. If, during the course of the game, you are unable to maintain your 10 player batting order, that spot in the order is recorded as an out (ie; player leaves early, injury, eligibility issue, etc).
- III. A Manager may choose to use a **Continuous Batting Order** and bat all players throughout the game. Free defensive player substitution is permitted when using a continuous batting order (while following minimum play requirements).
 - a. With “free defensive player substitution” a starter can be replaced after the first inning but must re-enter in the 3rd inning and play his minimum 2 consecutive innings by the 4th inning. 2 re-entries are allowed per player within the first 6 innings of play (no re-entry restrictions if the game goes to extra innings).
 - b. If a player leaves the game early or is injured, if your lineup remains at 10 players or more after the player has left their spot in the lineup, that batting position will NOT be called an Out. Players being removed from the game for any reason (including injury) may not re-enter for the remainder of the game.
 - c. If you have a player that you believe will be showing up late, you may place him at the end of your line-up at your own risk with the hopes that batting position is not called prior to their arrival. If the player cannot be at the plate when their turn in the order is called, that player will be called Out by the umpire for that AB.

14) SUBSTITUTION and RE-ENTRY RULES during REGULAR INNINGS

NOTE: Please refer to rule 3.03 in the Little League Rulebook. (Page 65 for 2014)

- a) **Every player must play at least three (3) defensive innings in the field and get at least one (1) at bat. Two of those defensive innings must be in consecutive innings. If a player does not meet the minimum play requirements the managers/coaches of the team may be disciplined and the result of the game will be decided by the TLL Protest Committee.**

Note: Rule 3.03 has minimum play of one at bat and six defensive outs. Trumbull Little League rules require more defensive time. However you may remove a player after two defensive innings and one at bat. Remember that you must re-insert that player to get his minimum three innings in the field.

Whenever possible, TLL encourages you to try and get each player to play at least 4 innings and 2 at bats. It's also advised to rotate the batting order throughout the season.

Note: If the mercy rule was exercised, or the game was an official game but shortened due to weather conditions, minimum play requirements are waived. IN A 5.5 INNING HOME WIN, ONLY THE 3RD DEFENSIVE INNING REQUIREMENT IS WAIVED! ALL PLAYERS MUST GET AN AT BAT AND 2 DEFENSIVE INNINGS!

- b) A player may not be removed from a game until he has played at least two consecutive defensive innings and had at least one at bat.
- c) A player may re-enter the game for a player who has met the mandatory minimum play requirement in d) above. **NOTE: A player may not re-enter a game until the player that went in for him has met the minimum requirement of one at bat and 6 consecutive outs.**
- d) Only a player in the starting lineup may re-enter a game

- e) No position player may be substituted for in the middle of an inning except for injury (pitchers can be removed).
- f) If during the game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. No game, however, may start or continue with less than nine (9) players. Forfeiture is not automatic. The Board or the Board's Agent will determine if a forfeit will be declared.

15) **All players must play complete games in at least four games during the season. At least two of those complete games MUST happen in the first half of the season.** NOTE: The player agent must be consulted prior to any disciplinary action against a player that affects a player's playing time. That includes a player not getting a minimum of four complete games due to lack of attendance. Lack of attendance is not an automatic excuse for not following the above rule.

a) **Scorebooks may be collected by the Division Commissioner to ensure adherence to rules and playing time.**

16) A manager or coach must be granted a time-out to leave the dugout in order to speak to the umpire. **ONLY QUESTIONS PERTAINING TO PLAYING RULES MAY BE DIRECTED TO THE UMPIRES.**

17) Any manager, coach or player who has been ejected during, before or after a game by an official is automatically suspended for the following game. That person must leave the game facility immediately. If they do not, they face the possibility of additional penalty. Any person who is suspended may not be in attendance at that following game under any circumstance. A disciplinary hearing will also be necessary.

18) Any appeal must be made in writing within twenty-four (24) hours to the Majors Division Director and the Umpire in Chief or the appeal will not be considered.

19) Only two (2) offensive conferences may be called per half inning. An offensive conference may be taken "free" if a defensive "trip" is taking place.

20) Two adult base coaches are allowed providing the third coach is present and in the dugout. A player may also coach a base but **MUST** wear a helmet.

21) **IF A THIRD STRIKE IS DROPPED BY THE CATCHER, THE BATTER MAY ATTEMPT TO REACH FIRST BASE SAFELY IF FIRST BASE IS UNOCCUPIED WITH LESS THAN 2 OUTS, OR ANY TIME WHEN THERE ARE 2 OUTS.**

22) **CALL-UPS:** Will be available on an "as needed" basis through consultation with the Major League and 10/11 "New England Division" commissioners. Call ups will be allowed for teams to have 9 available players – not to insure against a potential injury. Any Call-up must play the **ENTIRE** game (defensively and batting order). Regular Major League roster players are NOT to receive preference in allocation of playing time, if for any reason a call up puts you over 9 players. Call-ups are **NOT** permitted to pitch.

23) **All-Star Eligibility:**

A player must have participated in 70% of the regular season games in order to be eligible to participate on a Trumbull Little League All-Star team.

The league, though, will entertain a waiver for any player who meets Little League Internationals' 60% play requirement, but falls short of our 70% rule. The granting or denial of a request for a waiver will be determined by the league directors after recommendations are received by the All Star Committee, Players' Agent(s), Director of Baseball and the Division Commissioner. (ie; 10 of 14 games = 71%; 9 of 14 = 64%)

MANAGERS & COACHES

Managers and coaches will at all times maintain proper field decorum and display good sportsmanship toward the opposing team and the umpires assigned to their games.

Managers and coaches, in addition to the responsibilities set forth in the Little League Manual & Rule Book, will be available and support the following:

1. **Mandatory** attendance at all coaches' meetings called by the Board before and **during** the season.
2. Managers, please meet with each other prior to the start of your games to review rules and discuss any special considerations that a player may need. Any differences are to be settled by the rules and hand book. Please promote a positive learning experience for all players and stress good sportsmanship.
3. All players, coaches, parents, and spectators must follow the TLL Code of Conduct at all times as posted on the TLL website. **MANAGERS AND COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR FANS.**
4. The Home team is assigned the dugout along the first baseline.
5. Please keep dugouts/bench areas clean and remove any trash/recyclables after each game.
6. If you are the last game on any of the Unity fields or no team is waiting to play after your game, you are asked to **cover home plate and the pitcher's mound with the tarps** (the 2 tarps are typically located behind one of the dugouts). Rain outs can be prevented with this simple effort to cover the fields.

Major Division Playoffs:

Playoff dates will be announced sufficiently in advance to prepare your players to be available. There will be NO CALL-UPS for playoff games!

Tiebreakers:

- 1) Head-to-Head Record
- 2) Head-to-Head Run Differential
- 3) Coin Flip