

Game Day Rules:

Major Division



This is a supplemental policy to both the By-Law's of Santa Teresa Little League and the official rules provided by Little League International.

The Majors division is the first competitive level of Santa Teresa Little League. It is also the manager's responsibility to teach the fundamentals of the game, develop players and to provide a positive experience while simultaneously maintaining the competitive atmosphere that will encourage the child to continue playing Little League.

1. Field Preparation

a. Field Setup

- i. Both teams are to complete preparation of the field for play (at least 30 minutes prior the scheduled start of the game.)
 1. Setting up the trash cans from the snack shack or shed
 2. Remove any rain tarps, fold them, and move to safe location outside of the field of play area
 3. Dragging the infield dirt and raking pitcher's mound, batter's box and catchers area
 4. Removal of base plugs and inserting bases
 5. Watering the infield dirt
 6. Chalking the foul lines, batter's box and base coach boxes
 7. Filling in holes around home plate, the pitching mound, bullpen and any other location that is uneven
 8. If there is a portable outfield fence available, both the home and visiting teams have the responsibility to put it up
 9. If there is a portable scoreboard then the scoreboard is required to be setup and powered on

b. Field Takedown

- i. Both teams are to complete takedown of the field for play (immediately following the completion of the game)
 1. Drag infield dirt, rake the mound, base paths and home plate.
 2. Each team is responsible for cleaning out their dugout after every game. No food (especially sunflower seeds or gum) is allowed in the dugout or on the field.
 3. If there is a game immediately following yours, pick up all your gear and leave the field if you want to have a quick talk with your kids about the game. If your team provides after game snacks please give them to the kids off the field regardless.
 4. At the conclusion of the final game of the day:
 - a. Remove bases and stack neatly in the shed, insert base plugs
 - b. If there is a portable outfield fence available, both the home and visiting teams have the responsibility to take it down and store it in the shed.
 - c. Place rain tarps on the Pitcher's mound and Home Plate area
 - d. Last home team of the day is responsible for taking all trash to the dumpster, replacing the trash bag liners

- e. If there is a portable scoreboard then the scoreboard is required to be powered off, taken down, and securely placed in the shed
- f. Gates to fields and sheds are to be locked after all games.

2. Pre-Game

- a. **Snack Shack:** Each home team is required to provide parents to work in the snack shack. In the event that the team does not provide a parent, the manager will be notified and asked to cover that requirement.
 - i. The highest level division should be responsible to ensure the snack shack is locked up and money is put into safe.
 - ii. There should be 2 parents from the home team in the snack shack for Majors.
- b. **Scorekeeping & Scoreboard Operator:**
 - i. The home team shall provide one “official” scorekeeper who will use the GameChanger app to keep the official scorebook AND provide a scoreboard operator if applicable. These must be separate people.
 - ii. The away team shall provide one pitch counter.
 - iii. Score can be kept on personal or league provided electronic devices to ensure that players are meeting their minimum play requirements.
 - iv. Procedures will be followed and are found in the STLL GameChanger manual.
- c. **Infield/Outfield:**
 - i. Infield is forfeit if the field is not prepped by 30 minutes to game time.
 - ii. Players must have bats, helmets, and catcher masks ready for umpire inspection by 30 mins to gametime.
 - iii. Infield begins approximately 25 minutes before game time. The Visiting team gets infield practice for the first 10 minutes of warm-ups. The Home team gets the final 10 minutes. The Home team must complete infield to allow for the umpire plate meeting.
 - iv. When a team is taking infield, no opposing players are allowed on the field, including warming up in the outfield. Pitchers/catchers are allowed to warm up in bullpens.
 - v. The two teams can agree to conduct simultaneous infield at their respective foul lines.
 - vi. No soft toss into any fence. Bring a net or safely hit into open field if possible instead.
- d. **Umpire Plate Meeting:** There should be a plate meeting before each game. The plate umpire will typically conduct a brief meeting at home plate right before the game starts. The plate umpire, base umpire and both managers..
Umpires use the acronym **LEGS**.
L- Lineup cards. Lineup cards need to be on league-distributed cards. The line up cards should be completely filled out with all players on the team. If a player is absent, he should be listed as so. The line up cards should not be separated but handed to the umpire with all 4 copies intact. The home team goes first and hands the lineup to the umpire who separates the copies. Top copy stays with umpire, next copy goes to opposing manager, next copy goes to scorekeeper and the last copy goes back to the manager. Ineligible pitchers should be noted.
E - Equipment. A simple question to each manager. Are your players properly equipped? Are your bats legal? No jewelry
G - Ground rules. Any rules specific to the field should be noted.
S - Sportsmanship. A simple statement regarding sportsmanship and how to ask an umpire a question or to call for time...

3. Safety

- a. **Equipment:**

- i. **Catchers Helmets:** Catchers must wear an approved protective mask with “dangling” throat guard at all times (E.g. warming up a pitcher on the field or in the “bull pen”, during pre-game infield/outfield warm-up, or while catching for a manager/coach during infield/outfield practice.)
 - ii. **Cup:** All male players should wear an approved athletic cup and supporter during all games. Catchers must wear a hard cup. If, in the umpire’s judgment a player is not properly equipped, that player shall be removed from the current game and the issue must be addressed by the manager so it does not occur in future games.
- b. **Jewelry:** No wearing of jewelry is allowed - (j) Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)”
- c. **Dugouts:** If your field has a dugout gate then keep it closed or safely clear of players during play when not giving signs to your catcher. If the umpire sees players in the door/gate area during play they will warn the manager to keep that area clear or the gate will be kept shut. There should not be any talking with any spectator by the manager, coach or player during the game. No electronic communications devices are allowed in the dugout except to score the game.
- d. **Base Coaches:** 1st and 3rd base coaches should be outside the dugout while the game is being played. (their team is batting) One coach must be in the dugout at all times with the players. Only 2 coaches and a manager are allowed on the field and in the dugout. No additional persons may be on the field or in the dugout area. If you are short a base coach a player can be a base coach as long as they wear a helmet.
- e. **Food:** There is no food allowed on the field or in the dugouts (especially sunflower seeds or gum). Water and Gatorade drinks are allowed
- f. **Warm Ups:** A coach may warm up the pitcher if your catcher is not ready. Another player can also put on a helmet and let them warm your pitcher up.

4. Playing Time

- a. **MANDATORY MINIMUM PLAYING TIME (MPT):** All players in the Major division must play a minimum of three (3) innings AND have 1 at bat in a six inning game. Players must play six (6) consecutive outs AND nine (9) outs total. There is no longer any marrying of players, there are free substitutions. Managers who fail to comply with playing time rules may be subject to discipline by the league’s Board of Directors.
 - i. If a player does not fulfill their MPT for a game, at the next game that player must fulfill their MPT for the previous game and the current game.

5. Pitching

Pitch Counts	
Maximum Pitches	
League Age	Pitcher per Day
17-18	105
13-16	95
11&12	85
9&10	75
7&8	50
Required Rest (14 and under)	
Number or Pitches thrown	Rest Days required

>65	4
51-65	3
36-50	2
21-35	1
<20	0
<p>➤ Rest Days is the number of days between games, so a team that plays Wednesday then Saturday would have 2 days rest and any pitcher who pitched more than 50 pitches would be ineligible to pitch on Saturday.</p> <p>➤ The Number of pitches thrown is kept by the official score keeper/pitch counter in AAA and above. The score keeper/pitch counter is the responsibility of the home team.</p>	

- a. **Tracking Pitch Count Responsibility:** It's the managers job to keep track of the pitch count and lineup as well as the other team's pitch count and lineup. It is not the umpire's or scorekeeper's responsibility to let a manager know if a player has reached a pitch count threshold, or is batting out of turn. The manager will need to bring it up. However, if you do lose track or think your pitch count is off ask the scorekeeper what the count is from the dugout. "Can I get my player's (#) pitch count?" There is no need to stop play.
 - i. Each team needs to track and update their pitching affidavit for every game. All copies should be kept in your team binder.
 - ii. The official scorekeeper and opposing manager needs to initial both team's pitching affidavits at the end of the game.
 - iii. Pitching affidavits should be done in ink so they cannot be altered easily.
<https://stlitleague.org/manager/pitch-counts>
- b. **Pitch Count Threshold & Changing a Pitcher:**
 - i. As a courtesy to the pitch counter and scorekeeper, before substituting a pitcher, you can tell the scorekeeper and umpire, "last batter" from the dugout so the scorekeeper can check if a pitcher reaches a day(s) of rest threshold while facing a batter. The pitcher may continue to pitch until any one of the following conditions occur: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning or the game.
 - ii. The true number of pitches thrown is the actual number if between thresholds, OR if a threshold was crossed during a 'last batter', then the number reverts back to the threshold.
 - iii. For example, a pitcher has thrown 48 pitches. A new batter comes to the plate. His first pitch thrown is pitch #49. The manager indicates "last batter" to the umpire and scorekeeper. The pitcher goes on to have 5 more pitches before the batter is retired. If the manager removes him from the game, his pitch count would be #50 because that is the threshold which was crossed on his last batter.
 - iv. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter. Important - You should also make this clear to your parent scorekeepers before the game.
- c. **Pitchers that play Catcher/Catchers that play Pitcher:** A player who has pitched 41 or more pitches may not play as catcher for the rest of the day. A player who has played as the catcher in four or more innings may not pitch for the rest of the day. Receipt of a single pitch as catcher in an inning constitutes catching in that inning.
- d. **Illegal Pitch:** There are no balks in Majors, only illegal pitches. If an illegal pitch is called, the penalty will result in a ball to "the count."

- e. **Attire:** Pitchers may not wear a long-sleeved white or gray undershirt. If a pitcher is wearing a neoprene elbow brace, it must be covered by a shirt that is $\frac{3}{4}$ sleeve or longer. Pitchers also may not wear batting glove(s), wristbands or sweatbands, and shall not have batting gloves in their pocket. Anything that might distract the batter is not allowed.

6. **Batting**

- a. **Continuous Batting Order:** All players will bat consecutively through the order presented to the umpires and opposing team on the lineup card at the start of the game.
- b. **On Deck:** There will be no on-deck batters in or outside the playing field.
- c. If there is a 15 run differential after the 3rd or 10 run differential after the 4th inning the game will be stopped after the 4th inning. If the home team is winning after the top of the 4th then the Home team will not bat and the game will be considered over.
- d. **Courtesy Runner :** An umpire 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 must be the player in the batting order who made the last out.
 - i. If an injury occurs while batting, the same courtesy runner rules apply.
- e. **Thrown Bats:** 1st time, a child will be warned but be allowed to carry out the result of the play. 2nd time, the child may be called out if the thrown bat endangered another player or coach. The manager will explain to them the dangers of throwing the bat. Every other subsequent At Bat where the batter has thrown the bat they will be susceptible to being immediately called out.
 - i. Only the batter may have a bat in their hand. All other bats should be idle.

7. **Base Running**

- a. Feet first sliding is permitted when advancing to the next base. Head First sliding is **only permitted when diving back to a base.**
- b. Managers must teach rules of obstruction and interference. Obstruction/Interference may be called and enforced by the umpire
- c. Infield fly rule is in effect; umpires must make the judgment call. If they don't then there is no infield fly rule called.

8. **Game Duration:** 6 innings

- a. Umpire will have discretion to end the game due to darkness/weather. After four (4) innings the game is considered official.
- b. Game clock is based upon the umpire's time
- c. Both teams must have a minimum of 8 players to have an official game. If less than 8 players are not present, the team must forfeit.
- d. New inning is defined to begin at the moment the 3rd out is made in the bottom of the inning

9. **Temporary Replacement Players**

- a. There will be no temporary replacement players in Majors.

10. **Post Season:** The Majors division will have a tournament at the end of the season. The tournament schedule/format will be decided by the player agent, vice president, and division director, based on the number of teams.

- a. The major division teams season long records will determine the seeding for the season ending tournament.
- b. The team with the best overall record in the first half of the season will be allowed to represent STLL in the annual D59 Slugfest Tournament.
 - i. If a second team is allowed then the team with the second best overall record would be allowed.
 - ii. If both teams can not commit, the team with the third best overall record will be offered the opportunity.
 - iii. See D59 rules and STLL By Laws for additional rules and regulations.
- c. The winner of the season ending tournament advances to the "Tournament of Champions".

11. Behavior and Sportsmanship

- a. **Conduct**: The manager is responsible for the conduct of your team's players, coaches and parents/spectators. No artificial or homemade noisemakers are allowed at any time. Make sure that you talk to them before the game to cover what we do and don't cheer for as well as how their personal conduct reflects on themselves, the team and the league.
<https://stlitleague.org/info/code-of-conduct>
- b. **Post-Game Handshake**: It shall be mandatory for all players, managers and coaches at the completion of their game to participate in a post-game cheer and handshake ceremony on the field of play. In addition, all players must thank the umpiring crew and any other game officials present.
- c. **Umpire Interactions**
 - i. Keep the game moving and resist stopping the game by calling for time if at all possible.
 - ii. If you do need to call for time, call from the dugout. ("Blue, time...?") Once time is granted, go to the umpire who made the call and respectfully ask your question. Don't go marching out onto the field until the umpire calls time.
 - iii. You need to be specific about the play and rule you are questioning.
 - iv. Don't question a judgment call
 - v. Go back to your dugout and wait for the answer if the umpires need to confer.

This policy has been adopted by the STLL Board of Directors: Dec. 2022