

ALL COACHES AND MANAGERS MUST READ THE LITTLE LEAGUE RULE BOOK

**WE WILL FOLLOW ALL LL RULES AND REGULATIONS
UNLESS STATED ON THESE LOCAL BYLAWS:**

2023 Major League

General Rules

1. No new inning shall start after the one hour, forty five minute mark (1:45) has elapsed. Ties are allowed in the regular season if the time limit has been reached.
2. Games will be played regardless of whether there are umpires. Coaches and or parents can be used to umpire the game.
3. Teams will consist of 12 players selected by way of a player draft.
4. The number of teams will be determined by the League's Board of Directors.
5. All 11 and 12 year-old players that register prior to evaluation day will play in the Major League. 11 and 12-year-old players that register after evaluation day will be placed on a wait list.
6. Remaining roster spots will be filled by 10 year-olds.
7. Any 10 year-old player that is not selected for the Major League will play in the Minor League.
8. 9 year-old players may be eligible for the Major League if there are roster spots available after all 12, 11, and 10 year-old players have been selected.
9. Sandwich Little League mandates that each player plays at least three innings (half the game) which is greater than the Little League Rule.
10. Coaches must "clear the bench" each inning, meaning if a player is on the bench one inning, he must be in the field the next inning. At no time should a player sit on the bench for consecutive innings.
11. Unlimited substitution shall be used to ensure optimum play time for all players.
12. There will be scores kept in this division as well as standings and playoffs.
13. If a team does not have at least 8 players by 5 minutes past game time, the game is ruled a forfeit and will be scored 1-0. The game should be played as a scrimmage.
14. No coach or volunteer will be allowed on the field at any time without having completed the league's background check.

Pitching

1. All pitching rule requirements are per the Little League Rule Book.
2. No pitcher shall be allowed to reenter as a pitcher in the same game.
3. There will be no balks.
4. Curve balls are not allowed. Umpire will warn the pitcher on the first curveball thrown and call a ball on any future curve ball thrown.
5. Maximum number of pitches for either an 11- or 12-year-old player is 85 in one game.
6. Maximum number of pitches for a 10-year-old player is 75 in one game.
7. The rest requirements are as follows:
 - 66 or more pitches in a game – 4 calendar days of rest required
 - Between 51-65 pitches in a game – 3 calendar days of rest required
 - Between 36-50 pitches in a game – 2 calendar days of rest required
 - Between 21-35 pitches in a game – 1 calendar day of rest required
 - Between 1-20 pitches in a game – No rest required
8. In the case of a forfeit, pitching restrictions still apply for a scrimmage played in lieu of the game.
9. Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day. A player who has played the position of catcher for 3 innings or less, moves to the pitching position, and delivers 21 pitches or more in the same day may not return to the catcher position on that calendar day. See Little League Rule VI (a) for exceptions.
10. Pitch counts must be forwarded to the league commissioner following each game.
11. A coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as pitcher. (see Little League rule 8.06(a))
12. A coach may come out twice in one game to visit the pitcher, but the third time out, the player must be removed as pitcher. (see Little League rule 8.06(b))
13. A coach may confer with any other player(s) during the visit with the pitcher. A coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher. (see Little League rule 8.06(c))
14. Intentional walks are not allowed during the regular season

Batting

1. All players shall be included in the batting order whether they have a place in the field or not. The batting line up shall consist of every player on the team.
2. Any player arriving late to a game after lineups have been exchanged must be placed at the end of the batting order.
3. No slash bunting. Batter will be called out.

4. In the case where one team does not have 9 batters, no extra outs will be assessed at the missing spot in the lineup.

Baserunning:

1. Stealing of any base is allowed
2. The base runner cannot leave his/her base until the ball has reached the catcher's glove.
3. Runners must slide or avoid contact.
4. Head first sliding is not allowed when progressing to any base. However, a runner may reach or slide back to a base head first.
5. The dropped 3rd strike rule is applicable. The catcher must cleanly catch a 3rd strike for the batter to be called out by strikes.
6. There shall be NO stealing by the team in the lead when one team is ahead by 8 runs. The trailing team may steal at any time.

Draft:

1. The Major League division will be subject to a draft of players prior to the beginning of the season. The draft is a total re-draft from the previous year with no players held over by any specific team.
2. The draft order will be randomly picked, with the limited exception set for in #3 below.
3. Prior to the draft, the League President shall have up to 2 exercisable options to place a team in a specific order of the draft. The President may, at his own discretion, choose which order in the draft a team will select, if in his opinion the goal of fairness and parity will be enhanced. The remaining draft order will then be randomly selected.
4. Before each draft each coach's son/daughter will be placed into a specific round of the draft based on each of the other coaches' evaluation of the child's talent and tryout. The player will be placed in the round receiving the most votes. In the event of a tie, the player will be placed in the latter round.
5. Coaches may select from all 11 & 12 year old players, and any eligible 10 year old players. The draft must be conducted such that all 11 & 12 year old players are selected. When the remaining spots equals the number of remaining 11 & 12 year old players, then no additional 10 year olds may be selected. Each team will have 12 players at the completion of the draft.
6. All siblings must be placed on the same team. When the first sibling is selected, the draft stops and the second sibling is placed on the team in accordance with rule #4. For 10 year old siblings, the coaches must vote on whether the sibling should be placed in this league or moved to the Minors.

7. The draft will proceed by selection in order of the random draw with the order reversing at the end of each round for the entire draft. (For example Round 1 is 1 through 8 and Round 2 is 8 through 1 then Round 3 returns to 1 through 8).
8. Only Head Coaches and necessary members of the League's Board of Directors are eligible to attend the draft. All draft results must remain private.