

Majors Pitch Division Rules

Ages 11-12



Gameplay

1. The Home Team will be in the dugout on the 1st Base side. The Home team is responsible for providing 2 people (16 or older) to work in the concession stand.
2. The Away Team will be in the dugout on the 3rd Base side. The Away team is responsible to provide a scoreboard/PA operator and rake/broom the infield after the game.
3. Opposing managers will meet 10 minutes prior to each game to ensure rules are understood and followed.
4. Each team must have a minimum of 8 players to start and finish the game.
 - 4.1. If a team does not have the minimum number of players, the game may be played. However, the team failing to meet the player requirement will lose the game 1-0.
 - 4.2. If a team cannot field enough players and cannot play, the game cannot be rescheduled. Rescheduled games are only allowed for weather cancellations or if directed by the board.
 - 4.3. Teams are allowed to get subs from other teams to meet the minimum player requirements. Those players may come from the modified kid pitch division.
 - 4.4. The length of the game is 6 innings or 110 minutes, whichever comes first. If an inning is in progress once the 110th minute is reached, that full inning will be completed. No inning shall start after 110 minutes of play.
5. Half inning will be complete when 3 outs have been made or the offensive team scores 5 runs, whichever happens first.
6. All players and coaches shall shake hands with opposing coaches and players after each game.

Defense

7. Teams will have a maximum of 9 fielders on defense in standard baseball positions. The outfielders are to be positioned in the outfield grass.
8. A coach can catch for the pitcher during half inning warmups while the catcher is getting gear on.

Batting

9. Continuous batting orders will be used. All players on the roster must bat in the same order throughout the game. Substitutions are for defensive positioning only.

Baserunning

10. Players may only slide feet first unless the runner is returning to a base.. Headfirst slides going into a base will result in the runner being out.
11. Catchers can have a pinch runner only with 2 outs in an inning. The pinch runner is the past person that was out (either the batter or a baserunner).

Safety

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12. No practice swings in an on-deck circle or behind the dugout. Practice swings are only allowed at home plate.
13. Some jewelry may be worn, but dangling earrings, rings or thick, hard chains are prohibited.

Pitching and Catching Limitations

Pitcher Limitations	
11 Year Olds	Maximum of 85 pitches
12 Year Olds	Maximum of 85 pitches
If the pitcher reaches 85 pitches while facing a batter, the pitcher may continue to the end of the at bat.	

Pitcher Rest Requirements	
1-20 Pitches in a Day	0 calendar days rest
21-35 Pitches in a Day	1 calendar days rest
36-50 Pitches in a Day	2 calendar days rest
51-65 Pitches in a Day	3 calendar days rest
66+ Pitches in a Day	4 calendar days rest
Under no circumstances can a player pitch 3 consecutive days	

Pitching and Catching Requirements	
Playing Catcher 4+ Innings	Ineligible to pitch on same calendar day
Pitcher Throws 40+ Pitches	Ineligible to play catcher on same calendar day
If the pitcher reaches 40 pitches while facing a batter, the pitcher may continue to the end of the at bat. If the pitcher begins a new at bat, they are ineligible to play catcher the remainder of the calendar day.	

See the Little League Handbook for additional rules and pitching / catching count limits.