

# Majors Baseball - 2021 Playing Rules

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Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

## 2021 Majors Baseball Playing Rules

### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. Minimum Play Time (Regulation IV(i))
  - 1.1.1. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- 1.2. All male players are required to wear a protective cup.
- 1.3. Umpire Coverage: The Home team should provide the plate umpire, the Visiting team should provide the base umpire.
- 1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be indicated on the lineup card
- 1.5. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played and pitches thrown. Player's names will be recorded in the scorebook with last name and first initial. The home teams scorebook shall be the official record of the game.

### 2. Starting & Ending the Game (Supplements LL Rule 4.00)

- 2.1. Games will consist of a maximum of 6 innings.
- 2.2. Batting Progression
  - 2.2.1. For the first half of the season Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up. A player may be entered and/or re-entered defensively in the game at any time provided that he/she meets the requirements of mandatory play (rule 4.04).
  - 2.2.2. For the second half of the season teams will follow the standard Little League 9-player batting order throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced players position in the batting order. All Substitutions are subject to the requirements of rule 3.03.
- 2.3. Managers shall clear all substitutions with the home plate umpire.
- 2.4. In compliance with Little League Rule 8.03. Coaches & Umpires must strive to minimize downtime between half innings to one (1) minutes or less.
- 2.5. The 10 run rule (4.10(e)) shall be in effect after 4 innings (3 ½ if the home team is ahead). The 15 run rule shall not be used.
- 2.6. Time Limits: There is No Time Limit unless a following game is scheduled:
  - 2.6.1. A game will start no later than 15 minutes from its scheduled start time.
  - 2.6.2. When a following game is scheduled on a field; No new inning shall start after 1:50 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)).
  - 2.6.3. Curfew: No new inning shall start after 9:30pm, HARD STOP at 10pm.
- 2.7. If it is apparent by the general pace of the game, impending darkness or time limits that a full six (6) inning game cannot be completed, the home plate Umpire will advise both Managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
- 2.8. One adult manager, coach or parent must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.

2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.

### **3. The Batter (Supplements LL Rule 6.00)**

3.1. The infield fly rule (6.05(d)) will be enforced

3.2. The dropped third strike rule (6.05(b)) will be enforced

3.3. Batter's Box rule (6.02 (c)), will be enforced. After entering the batter's box the batter must remain in the box with at least one foot throughout the at bat.

### **4. The Runner (Supplements LL Rule 7.00)**

4.1. Special pinch runners are allowed subject to Tournament Rule 3(d) (rule 7.14). **NOTE: Does not apply during games utilizing continuous batting orders.**

### **5. The Pitcher (Supplements LL Rule 8.00)**

5.1. The mound visits rule (8.06) will be enforced. Visits to a pitcher are restricted to twice in one inning or three times in a game.

5.2. Pitch counts must be recorded for all innings pitched.

5.3. Pitchers shall be limited in accordance with Regulation VI (c).

- League Age 11-12 players, 85 pitches per day
- League Age 9-10 players, 75 pitches per day
- League Age 7-8 players, 50 pitches per day

5.4. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest is required
- **NOTE: Under no circumstances shall a player pitch in three (3) consecutive days**

5.5. Managers must remove pitchers when the player reaches the pitch limit for their age group. The player may remain in the game in another position. If a pitcher reaches his limit while facing a batter, the pitcher may continue until that at bat is complete.

5.6. Balks shall not be called; however, the pitcher shall be instructed on the elements of a balk when it would have occurred.

5.7. The mound visits rule (8.06) will be enforced. Visits to a pitcher are restricted to twice in one inning or three times in a game.

5.8. A Pitcher who delivers 41 or more pitches in a game cannot play the position of Catcher for the remainder of that day (Regulation VI(a))

5.9. Any player who has played the position of Catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The Catcher receiving one pitch to a Batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a))