

MAJOR DIVISION

MAJOR TIME LIMITS

- A. **Drop Dead Time:** 2 hours and 15 minutes, (*exception: when the umpire calls last inning*)
- B. **No New Inning After:** 2 hours
- C. **Night games:** cannot continue past 10:00 PM
- D. **Minimum Innings:** 4 innings (unless drop dead time has been met or *umpire calls last inning*)
- E. **Maximum Innings:** 6 innings (unless a tie and drop dead time has not been met or *umpire calls last inning*)
- F. **A called game ends at the moment the umpire terminates play Per Little League Rulebook 4.00**
EXCEPTION: The umpire has the right to call "last inning" based on time. **No scores will be reverted due to an incomplete inning.**
- G. **Playoffs: 6 innings must be played outside of mercy, playoff games cannot end in a tie. Final Score is determined when the umpire has "called the game". All pitches thrown during the game count towards the pitch count. Per Little League Rulebook.**

MAJOR RUN LIMITS/MERCY RULE

- A. **Run Limits:** Five (5) runs max per innings is not applicable in Major (all innings are open)
- B. **Mercy Rule:**
 - a. 15 run lead after 3 innings
 - b. 10 run lead after 4 innings
 - c. 8 run lead after 5 innings

MAJOR GAME RULES

- A. **Mandatory Play:** Teams shall use a continuous batting order that includes all players listed on the team roster for the entire season. Any player arriving after the start of the game shall be added to the bottom of the batting order without penalty, provided the player's spot in the batting order has not yet occurred. This shall not be considered batting out of order. All mandatory play requirements shall be governed by the current Little League Official Regulations and Playing Rules.
- B. **Pinch/Replacement Runner:** With two (2) outs in the inning, a courtesy runner may be used for the catcher for pace-of-play purposes and shall be the last batter who made an out. If a runner is injured and unable to continue, the injured runner shall be replaced by the last batter who made an out and shall be removed from the game.
- C. **Ties:** Game can end in a tie
- D. **Restroom Break:** Player up to bat and in restroom is treated as an out - no pausing the game
- E. **Infield fly rule:** applies
- F. **Home plate:** Open all season and can be stolen
- G. **Coach Pitch:** Not Allowed
- H. **Drop Third Strike:** applies (including playoffs)