



## Bridgewater Little League Major League Rules

2026

Revisions approved by BoD on 3/26/26

Below are Bridgewater Major League local rules which supersede the official Little League rules. Should there be any discrepancy between the "Major League Rules" and the "Local Rules" the Bridgewater Little League Local Rules will take precedence.

### 1) Bridgewater Little League Local Rules 1 through 17 apply.

#### 2) Season Draft

- a) The order of selection will be determined by the finishing position in the playoffs for the previous year. The draft will run in reverse order of finish, last place team getting first pick, etc. Standard draft format applies (not a 'snake' draft). Teams eliminated in the same round of the playoffs will revert to year end standings for ranking.
- b) In the event of a tie, refer to Local Rules #12
- c) The number of players to be drafted by each team will be determined by the number of players from the previous year's roster that have registered, to get each team to the league limit.
- d) The maximum number of league Age 10 Year Old's allowed to be drafted by a team is determined by the B.O.D. at draft. No team will be allowed to exceed the maximum number of 10 Year Old's. If an issue occurs that may impact this rule, the Player Agent and V.P. of the Majors will resolve the issue.
- e) All teams MUST have an equal number of League Age 12-Year-olds (within 1) after the draft has occurred on their roster. In the event of an unequal amount of 12 Year Old's, the following method will be used to determine the number of 12YO per team
  - i) Determine the number of draft picks remaining for each team are the minimum number of 12YO are allocated to each team
  - ii) The team with the least number of draft picks will roster the least number of 12-year-olds
  - iii) In the event multiple teams have the same number of picks, the team with the higher round draft pick will be required to roster least number of 12YO

#### 3) Draft Procedure

- a) The Draft shall be one (1) draft including all eligible (see Section 3.b & 3.c) players League age 10, 11 and 12.
- b) To be eligible for the Bridgewater Little League Major League draft, players must be registered, and account balance must be paid in full. All league ages 10 and 11 must have attended an evaluation. It is preferred that all league age 12 players attend an evaluation. Absences from tryouts must be approved by Major League Vice President, and Player Agent.
- c) Players will be selected by the Bridgewater Little League Managers, or a designated representative in the case of a team's absenteeism.
- d) The manager (or designee) and assistant coaches from each team may be present at the draft.
  - i) All team Managers are eligible to protect their son/daughter in the draft.
  - ii) All protected players will be placed in the appropriate draft round by the Major League VP and Player Agent based on the players' skill level/evaluation score and/or age.
- e) Sibling Rule- In the interest of league parity and for consideration of families with multiple players in the same league, a sibling rule will be used in the Majors Division as follows:
  - i) Incoming sibling(s) of a currently rostered player who are clearly marked as a Majors level player during evaluations, will be placed in the appropriate draft round as determined by the Player Agent and VP of Majors.
  - ii) Incoming siblings who are previously undrafted in the Majors Division will be allowed placement on



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the same roster as outlined below:

- (1) i) Incoming sibling(s) of a currently rostered player will be assigned an appropriate draft round as determined by the Player Agent and VP of Majors using tryout data as a baseline. The Player Agent reserves the right to correct any obviously egregious or missing data errors in the determination of that placement with the approval of the E-Board.
  - (2) When siblings are in the same draft: When the first sibling is taken, the Manager has the option to receive the second sibling in the pre-assigned draft round using the same process
  - (3) In the absence of directly applicable tryout data, the VP and Player Agent will work together to assign an appropriate draft round for the Manager as indicated above. Other tryouts from the same year, previous years and coaches' input would be examples of data used for this placement
- f) All players that are being protected will be identified PRIOR to the draft by the respective team manager (or designee if manager is not present).
- g) If a team has a rostered coach that was on the team the previous year with a player eligible for protection, then that team MUST do the following:
- i) Declare the player a "Protected Pick" and follow the rules listed in section 2 and 3 (that coach MUST return as a coach as well and cannot be the teams Designated Alternate Coach). You must be a rostered coach the previous season and the new.

#### 4) Opt out Rule-

- a) Player Opt Out after being drafted:
- i) If a player opts out of the roster spot for a majors team for which he was drafted, the team will draft a replacement player for the current season.
  - ii) If the same player who opts out returns to play the following season, this player will be assigned a draft value based on the last round a player of the same age was drafted in the year of the player opting out.
  - iii) The returning player will then be slotted in the round of the draft on his/her previously drafted team.
    - (1) Example: A player age 10 opts out after being drafted to a team. Within this same draft the last 10 year old is chosen in round 5. The returning player will then be assigned a 5th round draft value for the team they were originally drafted on, for the year they return.

#### 5) Majors Team expansion and contraction rules

- a) When the BoD sees the need to expand or contract the Majors division, these guidelines will be followed:
- b) **Contraction:** When a team is eliminated from the League, all remaining players will be placed in the following years' draft and be eligible for selection by the remaining teams. Every effort will be made to select a team that creates the least negative impact to the league.
- c) **Expansion:** When a team is added to the League, the selected Manager must pre-select the same amount of players from those eligible as the team with the least amount of returning players. This provides a baseline of equal sized rosters going into the open draft. Those pre-selections must be from the 12 and 11 year old pool of players. The amount of each age players may be dictated to the new manager by the Player Agent depending on the make up of the incoming group.
- d) Once those pre-selections are made, the open draft can begin. Those pre-selected players are then considered to be returning players of the new team for the purposes of any other rules. The expansion team would then have the first pick in the open draft.

#### 6) Replacement Players throughout the season

- a) **Player Eligibility-**
- i) Once the annual draft has been completed and all teams' rosters have been filled, and there is a



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need for a replacement player, the manager can select a player league age 10 OR 11 who plays in the AAA Minor league for the current season.

- (1) The player selection must be approved by the Player Agent, and the Vice President of the Major Leagues (should the Vice President be a team Manager, the President of the league will be the second approver)
- ii) Replacements should first be made with players who were evaluated or had a legitimate excuse from trying out that has been approved by the Player Agent and the Vice President of the Major League, or any eligible individual who has since moved into town.
- iii) No minor league player is eligible for PERMANENT call up IF they had refused to be called up by another team previously this season (i.e. in the draft or by another team seeking a permanent call up). This is only for the current season.
- iv) Once all evaluated players have been placed on a major league roster or declined that spot, a manager may select any league 10-12 year old in the AAA Minor League.

### b) Permanent Call Ups-

- i) If a player has a change of address, withdraws from the league, or is sick or other medical reason (injury/illness) that the player will miss 50 percent of scheduled games.
- ii) A call up will be made within **5 days** of being informed that a player will miss 50% of the season.

\*\*EXCEPTION: If the season for the affected team has less than or equal to 5 games in the season, a call up is not required.

### c) Single Game Call Up-

- i) If a Major League team needs a player(s) to field a complete team, AAA Minor League players aged 9-12 can be used for that game as long as it does not conflict with their Minor League game (AAA Division). Players called up to complete a team are NOT eligible to pitch in the game they are called up to play in.

## 7) Pitching Rules

- a) A pitcher may only pitch their allowed number of pitches for their age group.
- b) See below (per Regulation VI(c) and (d) in the Official Little League Rule Book.)
  - i) Age 9-10 75 pitches per day
  - ii) Age 11-12 85 pitches per day

★ Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following:

- (2) If a pitcher pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
- (3) If a pitcher pitches 51-65 pitches in a day, three (3) calendar days rest must be observed.
- (4) If a pitcher pitches 36-50 pitches in a day, two (2) calendar days rest must be observed.
- (5) If a pitcher pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- (6) If a pitcher pitches 1-20 pitches in a day, no (0) calendar days of rest is required.

★ Exception: If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch unless any one of the following conditions occurs:

- (i) That batter reaches base



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(ii) That batter is retired

(iii) The third out is made to complete the half-inning or the game.

- ★ The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during the at bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter

**c) Pitch count clarification for children that also pitch for club teams.**

- Bridgewater Little Players are to abide by Little League Pitch Smart Rest Rules for all Bridgewater Little League seasons, Travel Baseball and School Baseball pitching outings in the interest of safety should be factored into the use of all pitchers within BLL.
  - Adherence to this SAFETY standard is the responsibility of the BLL Managers and done through by **communicating** with your players AND parents of players when they pitched last or are planning to pitch outside of Bridgewater Little League. Managers must always keep track of their players' eligibility to pitch through the website and a tracking sheet of their own.
  - Enforcement of this Safety Standard is that if a manager is found to have knowingly violated the Pitch Smart days of rest rule with a child that plays on a travel team or school team, even if the players BLL Pitch Smart rest days allow them to pitch, they will receive a documented warning. A second offense will result in a 1 game suspension for the manager. Further infractions would be brought to the board to determine next steps of discipline.
  - Players can not pitch two times in one day regardless of pitch count from games in any league they play in.
- d)** Manager visits to the mound, reference rule 8.06 in the Official Little League rule book
- e)** Once removed as a pitcher, a player may not pitch again in the same game
- f)** No curve balls are allowed - The penalty for pitching a curveball will be as follows:
- i)** 1st Offense: Warning issued to pitcher and affected manager
  - ii)** 2nd Offense: A 'ball' is called by the umpire, and a 2nd and final warning is given to the pitcher and affected manager.
  - iii)** 3rd Offense: The pitcher and manager are ejected.
- g)** Rule 6.08 (a) (2) will be applied, which allows a defensive team to intentionally walk a batter. Four (4) pitches will be added to the pitch count.

**8) Playoff Rules**

- a)** Pairings will be based on the order of finish. Number of teams may require one or more teams getting a bye
- b)** The highest seeded team will be the home team for games 1 and 3 (if necessary) and determine which field to play on in the same games. The lower seeded team will be home for the 2nd game and have a choice of home field. ANY conflicts with this rule due to field ability will be resolved by the League VP.

**9) Game Management:**

- a)** A lineup list will be turned into the opposing manager before every game.
- b)** Any pitching changes will be reported to the umpire as well as the opposing manager.
- c)** Managers are required to update their game results online after every game including pitch counts. Any violation of this rule may be subject to disciplinary action.
- d)** A team may use 2 adult base coaches, provided they are the coaches listed on the team roster.
- e)** The Major League will be using a continuous batting order that includes all players on the team roster present for the game bang in order.
- f)** Hurry up rule option: If the catcher is on base with two outs, his coach has the option of using a substitute



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base runner for this player so that he can get the catcher's gear on for the next half inning. This runner can only be the player when the second out is made. This option must be taken prior to the first pitch to the next batter.

- g)** Bridgewater Little League will use the dropped 3rd strike rule per the Little League Rule Book Section 6.05(b)
- h)** At the official start of each game, any player(s) on a team NOT present to start the game WILL be moved to the bottom of the batting order for the remainder of the game regardless of when they show up. A player that DOES show up late MUST bat in his/her new spot regardless of what inning it is.
- i)** The slaughter rule is in effect in accordance with Little League Rules 4.10 (E) with the exception of 12 runs versus the Little League requirement of 10 runs.
- j)** No new inning will start after 2 hours.
- k)** No extra innings during regular season even if time permits within the 2 hour game time limit.
  - i)** Extra innings for playoffs, a clear winner must be decided.

**10) Field Management**

- a)** Refer to local rule #11 for field management responsibilities