## RLL Major Division Local Rules

## Field Setup/takedown

- Home team
- sets the field and the scorebook table (if first game of the day)
- Chalk field/batter's box
- Setup bases (if first game of the day)
- Prep mound
- Visiting team
- Provide pitch counter
- Both teams (if last game of the day)
- Put scorebook supplies, table, and chairs away
- Remove and stow bases
- Lockup container


## Lineup/Positions/Play requirement

- Continuous batting order
- Must Play 6 defensive outs


## Gameplay- Follows Official Little League Rules except the local rules noted below.

- 6 innings unless ended by time or mercy rule
- 1hr 45min no new inning (4.10)
- No drop-dead rule. Any inning started will be completed unless ended by the mercy rule.
- May substitute catcher on base with 2 outs. The player who made the last out must be the pinch runner.
- Drop $3^{\text {rd }}$ strike; once the runner surrenders himself, they are out. This means zero intention to run to $1^{\text {st }}$ base.

Must run out of the batter's box.

- Mercy rule; 15 after 3, 10 after 4, 8 after 5.
- If an intentional walk is called, the appropriate amount of pitches must be recorded to bring the count to ball 4. (6.0)
- The game may start with 8 players, but the 9 th spot in the lineup will be an automatic out.
- If a player leaves a game due to injury or illness, no penalty will be observed at their spot in the lineup.
- A Player may show up late, granted there are enough players to start the game, but once their spot in the lineup has been skipped, they can no longer join the game.
- An Umpire can call a runner out for not sliding on a close play.
- If a team has less than 8 players a forfeit will be called if the 8 th player does not show up by the tenth minute after game start time.
- All managers, coaches, team parents, etc., having any contact with the players on or off the field must have completed the Coach/Volunteer Compliance Guide and be approved by the Board of Directors.
- If a team is caught using a non-compliant volunteer, the volunteer will be removed and the game will result in a forfeit.
- If a team fails to provide a scorekeeper or pitch counter it will result in a forfeit.

In either case, the game may continue to play out, but the result will be a forfeit by the offending team.

A forfeit game results in a 6-0 win for the team scheduled against the forfeiting team

## Pitching

- After 40 pitches, a pitcher cannot move to the position of catcher for the remainder of the day.
- After 4 innings as catcher (at least 1 pitch thrown in the $4^{\text {th }}$ inning) the player cannot move to the position of pitcher on that calendar day. (Reg VI - The Pitcher)
- Must follow pitch smart guidelines
- Age-11-12; 85 pitches per day
- Age-9-10; 75 pitches per day
- Rest Cycles
- 66 or more -4 days rest
- 51-65-3 days rest
- 36-50-2 days rest
- 21-35-1 day of rest
- 1-20-0 days rest


## TOC Representative

- The winner of the first half of the season will play the winner of the second half for a 1-game championship at the end of the season.
- If the same team wins both halves, no championship game is necessary.


## Tie Breaker

- Teams with the same record at the half will determine the half champion in this order;
- 1. Head-to-head record
- 2. Runs allowed (second-half stats/if necessary)
- 3. Runs scored (second-half stats/if necessary)


## Rancho Tournament Bracket (Sample Bracket for 5-team Major Division)

- Seeding will be based on total season record/stats - All games will start at 5 pm


## RLL Major Division



Teams making the Rancho Cup Finals will receive First and Second-place Rings.

