

RLL Major Division Rules

Rancho Little League is a charter member of Little League International and follows all required Little League International Rules. Any rule not clear or not listed in this overview document will be determined by the Little League Rule book. The Little League Rulebook is now in the form of a free APP on both the Apple and Android platforms as well as available on Little League International's Website.

Field Setup/takedown

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

Manager/Coaches/Scorekeeper/Pitch Counter

- A manager and only two additional adults are allowed in the dugout (assistant coach, team parent, etc.)
- All volunteers must wear proper badging or they will be removed from the dugout.
- They will not be allowed to return until they are properly wearing their badge.
- The Home Team provides the Scorekeeper
- The Visiting Team provides the Pitch Counter

Lineup/Positions/Play requirement

- Continuous batting order with all players included in the batting lineup(4.04)
- Each Player must Play a minimum of 6 defensive outs (Regulation IV, i [Mandatory Play])
- Players who show up late to the game can be added to the bottom of the lineup with no penalty.

Equipment

- All catchers must have a dangling throat guard.
- All bats must be USA stamped bats and not altered.
- If a player is caught using illegal or improper equipment the offending player and manager will be ejected from the game.
- Any person ejected from a game must leave the field and be no closer than the parking lot. Any person refusing to leave or who does not leave in a timely manner will be suspended. The umpire can call the game as a forfeit for the offending team.
- A second offense will result in a disqualification from All-Stars and a one game suspension.
- It is the responsibility of every team to ensure players set out their equipment before the game so that it can be checked by their manager/coach.

Gameplay-

- 6 innings unless ended by time, the Run Rule(formerly Mercy Rule), or an umpire stoppage (4.10, c 1). The game may be called(stoppage) by the umpire for any reason including weather or lack of light(darkness). A stoppage game is deemed a regulation game if a minimum of 4 innings(3 ½ innings if the home team is ahead) is completed. If the stoppage is called during an inning, the score will revert back to the last completed inning.
- 1hr 45min no new inning (4.10). A new inning is considered started as soon as the 3rd out of the previous inning has been recorded.
- No drop-dead rule. An inning started will be completed unless ended by the Run Rule or umpire stoppage, see above.
- Run Rule (4.10e) [Formerly called the Mercy rule]; The Game will be called(stoppage) if a team has the following lead at the completion of an inning: a 15-run lead after 3 innings, or a 10-run lead after 4 innings, or an 8-run lead after 5 innings.
- The game may start with 8 players, but the 9th spot in the lineup will be an automatic out(4.04 [Note 3]).
- If a player leaves a game due to injury or illness, no penalty will be observed at their spot in the lineup(4.04 Note 2).
- Drop 3rd strike rule applies (6.05 b); though once the runner surrenders himself, they are out. Review the rule with the Umpire before the game for their parameters.
- If an intentional walk is called, the appropriate amount of pitches must be recorded to bring the count to ball 4. (6.0)
- Teams may use a Courtesy Runner for the catcher on base with 2 outs. The player who made the last out must be the pinch runner(7.14b)
- An Umpire can call a runner out for not sliding on a close play at their discretion. There is no “must slide rule” (7.08a [A.R. Note])
- Head first slides are automatic outs unless the player is diving back toward a base they previously occupied. (7.08a 4)
- On-Deck Batters are not allowed. No player, except for the batter, is to be outside of the dugout while the team is at bat (Appendix B- Safety Code for Little League)
- Batting out of turn (6.07) is not an automatic out, please reference the rule to figure out how to handle the situation.
- If a team has less than 8 players a forfeit will be called if the 8th 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 5-0 win for the team scheduled against the forfeiting team

- The managers of both teams are required to send the final score on the GroupMe Managers Chat (please do this within 24 hours of the game; the sooner the better)

Pitching/Catching

- After 40 pitches, a pitcher cannot move to the position of catcher for the remainder of the day. (Regulation VI- c [NOTE])
- After 4 innings as catcher (at least 1 pitch thrown in the 4th inning) the player cannot move to the position of pitcher on that calendar day. (Regulation VI – a [A.R Note])
- Must follow pitch smart guidelines (Regulation VI - c)
 - o Age-11-12; 85 pitches per day
 - o Age-9-10; 75 pitches per day
- Rest Cycles (Regulation VI- d)
 - o 66 or more – 4 days rest
 - o 51-65 – 3 days rest
 - o 36-50 – 2 days rest
 - o 21-35 – 1 day of rest
 - o 1-20 – 0 days rest

Showing Respect/Fairplay

- Any disrespectful behavior towards a player, parent, volunteer, or umpire will not be tolerated.
- Ignoring the umpire's calls will not be tolerated.
- Falsifying or doctoring scorecards/pitch count logs will not be tolerated.
- Players, parents, coaches, managers, or teams failing to follow these guidelines will face disciplinary action which can include ejection, suspension, forfeit, or even expulsion from the league.

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.

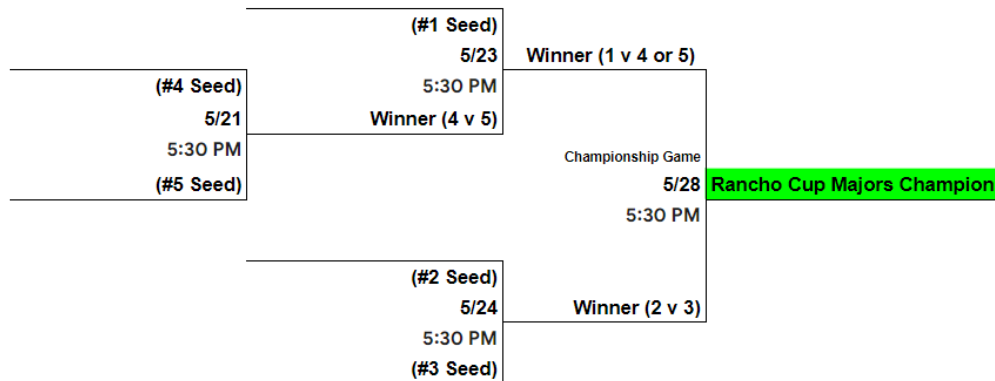
Tie Breaker

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

Rancho Cup Tournament Example Bracket (5-team division)

- Seeding will be based on total season record/stats
- All games will start at 5:30 pm

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