

Rye Little League follows these rules when playing **Majors** games. Many are Little League International rules, but some are best practices we implement to make our games as fun and fair as possible.

- 1) Pitch counts/days rest (home team is responsible for recording pitch counts in GameChanger):
 - 75-pitch limit for Little League Age 10; 85-pitch limit for Little League Ages 11 or 12
 - Throw 20 pitches or less, you can pitch the following day
 - Throw 21-35 pitches, you require one full day rest (i.e. if you throw 30 pitches Monday, you cannot pitch until Wednesday)
 - Throw 36-50 pitches, you require two full days rest
 - Throw 51-65 pitches, you require three full days rest
 - Throw 66+ pitches, you require four full days rest
 - If you reach one of these thresholds in the middle of an at bat, you can finish that batter without having crossed into the next threshold. In that case, pitch count is recorded as the threshold.
- 2) Catchers and pitching: (counts for full day, not just that game (e.g. doubleheader)):
 - Any catcher who catches even one pitch more than 3 innings cannot pitch that game.
 - Additionally, if you catch less than three innings and move to pitcher, you cannot catch again in that game if you throw 21 or more pitches.
 - You cannot catch if you throw more than 40 pitches in a game.
- 3) Unlimited steals, including home. No leading off or leaving the base before the pitch crosses home plate. If a runner leaves too soon and (i) the ball is not put into play, runner returns to the base or (ii) the ball is put into play, runner returns to the base one ahead of where the batter reached.
- 4) 15-run rule applied after 3 innings. 10-run rule applied after 4 innings. If the visitor is losing, you do not play the bottom half. For example, if the home team is winning by 15 after the visiting team bats in the top of the third, the game is over.
- 5) Every player must play a minimum of three innings in the field if we play six full innings; minimums of one inning and two innings in the field in games shortened by 15-run or 10-run rules, respectively.
- 6) Every player must play a minimum of one inning in the infield; any exceptions require approval.
- 7) All players who attend the game will bat each time a team goes through the lineup.
- 8) If a player arrives late to the game, and the team has not yet reached his spot in the order, he/she bats as scheduled. If the team has already batted through the order, that player will bat first if his/her team is currently in the field or as soon as possible if they are currently batting.
- 9) Teams may pinch run for their catcher with two outs. Only the last recorded out may pinch run.
- 10) Once a pitcher is moved to a different position, he may not return to pitch again that day.
- 11) No dropped third strike, meaning the batter is out even if the catcher drops it or misses it.
- 12) Infield fly and the batter is out. The umpire will make this call on pop ups (not line drives) that can be caught with "ordinary effort".
- 13) No head-first slides or the runner is automatically out, unless diving back to the base. Runner must slide feet first or completely avoid contact on all close plays or the runner is automatically out. The umpire makes the determination on whether a close play.
- 14) No limit on runs that can be scored in any given inning.
- 15) No new inning can be started 1 hour and 45 minutes after the game begins. Any inning started before then will be finished. A game can move to extra innings if tied after 6 innings in less than 1 hour 45 minutes, if both managers agree to continue to play.

- 16) Each team is allowed to bunt up to three times total in a game but only once per inning. The same player can only bunt once per game, and a run cannot score on the play, regardless of the situation.
- 17) There is no "delayed steal" steal of home. A player can only score from 3rd on a batted ball, walk with bases loaded, overthrow from catcher to a base on an attempted steal, or a pass ball/wild pitch. A bobbled pitch that is contained by the catcher and then cleanly received by the pitcher in and around the mound in the normal course of play is considered a normal pitch and home cannot be stolen upon. A dropped 3rd strike with 2 outs is end of inning.
- 18) A team may call up one substitute player from Intermediates if they have 8 or 9 players available for a game. If a team has 7 players available, they may call up one player, will borrow a player from the other team for defensive purposes, and will take an automatic out in the 9th spot in the batting order. Substitute players bat last in the order.