

## MAJORS DIVISION

### A. General

1. These WLALL Majors Division rules are in addition to Little League Official Rules. To the extent the following rules contradict the Little League Official Rules, said WLALL rules are controlling.
2. The Majors division is the highest level in Little League. It is competitive and not just instructional. The emphasis should be not only on winning, but also playing the right way. Managers and Coaches shall teach and reinforce good sportsmanship, hustle, and being a good teammate. Winning should be a by-product of those teachings.
3. All Managers and Coaches must be patient and exercise restraint with the umpires. The Code of Conduct is for the parents, players, Managers, and Coaches. Any form of bad sportsmanship from Managers, Coaches, parents, or players will not be tolerated and may be cause for expulsion or suspension.

### B. Pool Players

1. It is the responsibility of the Manager to have at least nine (9) players present at the start of play and for the duration of the game. During the regular season, the Manager shall request pool players from the Majors Commissioner promptly on learning their team will or may have fewer than nine (9) players for a game. The Majors Commissioner shall use best efforts to recruit one or more pool players as needed so the team will have nine (9) players for the game. Pool players shall be assigned by the Majors Commissioner in their discretion. Pool players, once assigned, may not be canceled by the Manager within 48 hours before the scheduled game time without the express prior permission of the Majors Commissioner or league President. Pool players may not be utilized during the playoffs.
2. Managers shall not recruit pool players without the express prior permission of the Majors Commissioner; provided, however, Managers may recruit directly upon notifying the Majors Commissioner their team may not have nine (9) players within two (2) hours of the scheduled game time.
3. Each assigned pool player must play the entire game regardless of team members arriving before or during the game. Pool players must bat last in the batting order. Pool players may not play the positions of pitcher, catcher, or infielder; however, pool players may play infield if a team has four (4) or more pool players for the game.
4. Pool players may not be intentionally walked under any circumstances.

### C. Mandatory Play Requirements

1. The Majors Division at WLALL uses the **Continuous Batting Order**. This means, every rostered player present at the start of a game is inserted into the batting lineup and is considered “in the game.”
2. Every rostered player present at the start of a game must play nine (9) defensive outs. The outs do not need to be consecutive. Note: Every player must play 6 defensive outs before the start of the sixth inning.
3. A player arriving after the game begins, but before play begins for the 4<sup>th</sup> inning, shall play for a minimum of six defensive outs and is inserted at the end of the current batting order.
4. Whether in the regular season or postseason, if the mandatory play requirement is not met due to Manager’s error, the player must 1) start the next game on defense and make up the mandatory play requirement from the game they were short and 2) meet the mandatory play requirement for the game they are playing before they can be removed on defense.

In the regular season, if the mandatory play requirement is not met due to a shortened game (i.e., not due to a Manager’s error), the player must 1) start the next game on defense and 2) meet the mandatory play for that game only (3 innings defense) before he/she can be removed from defense. He/she does not need to meet the missed minimum play caused by the shortened game IF they would have received the minimum play if the full 6 innings were played.

In the postseason, if the mandatory play requirement is not met due to a shortened game (i.e., not due to a Manager’s error), there is no remedy required.

5. The Manager shall ensure all players meet or exceed the mandatory play requirements. The Manager shall report failure of any player to meet his or her mandatory play requirement for a game to the Majors Commissioner within 24 hours after the game concludes. If a player does not satisfy the minimum play requirement in a regulation 6 inning game, not shortened due to home team advantage, mercy rule, or weather) the following Penalties shall apply:
  - a. First Offense – receive a written warning.
  - b. Second Offense – a suspension for the next scheduled game.
  - c. Third Offense – a suspension for the remainder of the season.

NOTE 1: If the violation is determined to have been intentional, a more severe penalty may be assessed as determined by the league president and/or the Discipline Committee. However, forfeiture of a game may not be invoked.

**D. Substitutions**

The Manager (or Coach) must report any defensive changes to the scorekeeper and opposing Manager prior to the start of that half inning.

**E. Pre-Game**

1. Teams shall allow the grounds crew to prepare the field without interference. The visiting team shall be allowed access to the field for ten (10) minutes of on-field warm-up. The visiting team shall be ready to take the field for its warm-up thirty (30) minutes before the scheduled game time and its 10-minute period shall start then or as soon as the grounds crew completes field preparation. The home team shall then have access for ten (10) minutes of on-field warm-up. If less than twenty (20) minutes remains before the scheduled game time, the teams shall split the on-field warm-up time equally. Opposing team players shall remain off the field during a team's on-field warm-ups.
2. Each Manager shall deliver their lineup card to the scorekeeper and the opposing team's Manager before the scheduled game time. Players shall be identified by uniform number and first and last name.
3. Managers shall meet with the umpires at home plate at least five (5) minutes before the scheduled game time to discuss ground rules.
4. The Little League pledge shall be recited before the game begins.

**F. During the Game**

1. All games shall be played in accordance with Little League Official Rules, except as modified by these rules. Managers may not change the rules by agreement. Rule changes for any game must be approved in advance by the league President and/or the Board of Directors.
2. A rostered player (not a pool player) may be intentionally walked only one (1) time during a game, regardless of how many innings are played. A team can still walk a player with four pitched balls, but it cannot be a second "intentional" walk.
3. The scheduled start time. The game shall start at its scheduled time or earlier if all available players and umpires are present and ready to begin play.
4. The 8-player rule. If a team has only eight (8) players at the start of the game, and every effort to secure a pool player has failed, a team may play the game. A team with fewer than 8 players at the start of play or during the game must forfeit the game.

Notes:

- a. The game counts in the standings. All stats count.
- b. The 8-player rule is for both the regular season and postseason.
- c. During the regular season only, the team with eight (8) may, but is not required to unless mandated by the umpire, borrow a defensive player from the opposing team. Borrowed players shall only play defense for the opposing team; and shall not bat for the opposing team.
- d. During the postseason, a team with eight (8) players may not borrow a defensive player under any circumstances.

5. For a game to start, a team must be able to place at least one adult in the dugout as Manager or Acting Manager. Only the Manager or Acting Manager shall engage the umpires during the game.

6. Dugouts. The home team occupies the 3rd base dugout. The only persons allowed in the dugout and on the field are the players, the Manager, and up to two (2) league-approved Coaches. The Manager and Coaches shall not enter the field of play during the game except to coach bases, attend to injured players, report substitutions or position changes, and after time out has been called. The Manager or at least one (1) Coach must remain in the dugout with the players at all times during the game. The Manager or one (1) Coach may stand or sit in the opening to the dugout during play; including having one bucket to sit on directly outside and adjacent to the fence/opening. If one or more of the Manager and two (2) official team Coaches is absent, parent volunteers may fill-in if they have completed the league required background check and been approved by the league in advance. Players with helmets may coach the bases.

7. Manager or Coach visits to the Mound: Rule 8.06 - This rule, which applies to each pitcher who enters a game, governs the visits of the Manager or Coach to the pitcher at the mound.

(a) - A Manager or Coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.

Example: If a Manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

(b) - A Manager or Coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.

Example: If a Manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.

(c) - A Manager or Coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A Manager or Coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The Manager or Coach should advise the umpire of such a conference, and the umpire should monitor the conference.

## 8. Pitchers and Catchers

### REGULATION VI - PITCHERS

a. - Any player on a regular season team may pitch.

Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

Notes:

- a) A pitcher once removed from the mound cannot return as a pitcher.
- b) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

#### League Age

11-12: 85 pitches per day

9-10: 75 pitches per day

6-8: 50 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 conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning or the game.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

c) Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) 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) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

NOTE: Under no circumstance shall a player pitch in three (3) consecutive days.

d. - Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

e. - Pitching in more than one game in a day:

Minor League, Little League (Majors), and Intermediate (50-70) Division – A player may not pitch in more than one game in a day;

NOTES:

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/she must be removed and the previous pitcher of record may not return.

h. - In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

9.           Batting

Rule 6.05 (b) – Majors. A batter is out when:

- (1) - a third strike is legally caught by the catcher;
- (2) - a third strike is not caught by the catcher when first base is occupied before two are out;

10.           Sliding. Rule 7.08(a)(3) Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; or the runner slides headfirst while advancing. A runner retreating to a base may slide headfirst back into a base.

Runners should be taught and strongly encouraged to slide feet first into bases.

11.           Time and Time Limits. During the regular season, no game shall exceed six (6) innings; provided, however, extra innings shall be played as necessary to declare a winner subject to the time limit, and a game may end in a tie. During the regular season, no extra inning may commence after 2 hours and 15 minutes of official playing time. During the playoffs, extra innings shall be played as necessary to declare a winner with no time limit, and the game may not end in a tie. Notwithstanding the foregoing, a complete game requires a minimum of four (4) innings of official play. If the first three (3) innings have not been completed in the first seventy-five (75) minutes of official playing time, there shall be no further defensive warm-ups between innings with the pitcher limited to three (3) warm-up pitches.

Courtesy Runner. 7.14 (b) In the interest of time, a courtesy runner may be used for the catcher of record when there are two (2) outs. The courtesy runner must be the player who made his or her team's last out.

Managers and Coaches are permitted to warm up pitchers on the field or in the bullpen.

12. Mercy Rule. Rule 4.00 shall be modified to reflect that the game shall end and the team ahead shall be declared the winner without further play when: (a) the home team is ahead by 15 runs or more after completion of 3 ½ innings or the visiting team is ahead by 15 runs or more after completion of 4 innings; or (b) the home team is ahead by 10 runs or more after completion of 4 ½ innings or the visiting team is ahead by 10 runs or more after completion of 5 innings. The mercy rule applies during the regular season and during the playoffs.

13. Safety

1. Base Coaches must be adults (Coach or Manager); however, if there two (2) or fewer adults (Coaches and Manager) present, a player may coach 1<sup>st</sup> or 3<sup>rd</sup> base and must wear a helmet. Notwithstanding the foregoing, a Manager may elect to have player base Coaches so long as they wear a helmet and do not go onto the field until defensive warmups have concluded.

2. All male players shall wear athletic supporters. Male catchers must wear metal or plastic cups. All catchers must wear helmets and use a long-model chest protector.

4. There is no on-deck circle in Little League; only the player at bat may hold a bat. All players of the batting team, except for the batter and baserunners (and base Coaches when applicable), must remain in the dugout.

5. The Manager is responsible for the conduct of the Coaches, parents, and players on their team. Anyone ejected from the game who continues to interfere with the game shall cause the team to forfeit the game. A Manager, Coach, player, or spectator ejected from the game must leave the field and the premises. An ejection is further punishable by a mandatory one game suspension for the person/player ejected. The person ejected may also be assessed additional penalties as determined appropriate by the league President after consultation with the Majors Commissioner.

**G. Post-Game**

1. If the game played is the final game of the day/evening, the home team must return the mat to cover the pitching mound.

2. Each team shall be responsible for cleaning its respective dugout, including throwing trash away.

3. Failure to comply with field and dugout cleanup may cause a team to forfeit one (1) turn at bat during the next game. Repeat violations shall be assessed such additional

penalties as determined by the league President after such consultation with the board as he or she deems appropriate.

#### **H. Playoffs**

1. Each team makes the playoffs so long as the team completes its volunteer and other league obligations. Regular season records shall determine the seeding for a double elimination tournament. Specifically, teams will be ranked according to winning percentage, where the teams with the higher winning percentages will have the higher seeding. Winning percentage is determined by the formula  $W\% = (\# \text{ wins} + (0.5 * \# \text{ ties})) / \text{total } \# \text{ games played}$ . If two or more teams have the same winning percentage, then the seeding between those two teams will be determined in order by:

- (a) head-to-head record;
- (b) average total runs allowed per game played;
- (c) average total runs scored per game played.

2. The team with the higher seeding shall be the home team in all winners' bracket games. In losers' bracket games and the "if" game, the home team shall be determined by coin flip.

3. The winner of the tournament will be division champions and may represent WLALL in the District 25 Tournament of Champions, should the league choose to participate.

#### **I. Other Rules**

1. If a team loses a player for any reason, the Majors Commissioner and Player Agent must find a suitable replacement; however, if a team loses a player when six (6) or fewer games are remaining in the regular season, the Manager shall have the option not to replace that player. Only with the prior express approval of the league President may a team carry fewer than 12 players on its roster. A Manager must report excessive player absences to the Majors Commissioner, including if a player misses more than four (4) games for any reason.

2. Violations of the rules shall be punished in such manner as determined by the league President after such consultation with the Board as they deem appropriate. Managers and Coaches are reminded that volunteer positions are a privilege conferred by the league and not a matter of right.