



## BB Major Rules



It is the Manager's responsibility to understand and follow the rules; failure to do so could result in forfeiture of the game.

Managers and Coaches need to remember that GLL Umpires are children who are learning; if an umpire needs to be corrected, please do it in a respectful and coaching manner.

1. Games are 6 innings or a maximum time of two hours; a game can end in a tie. Extra innings can be played to break a tie if there is agreement between both coaches and the umpire that the inning can be completed before the two-hour time limit. If a new inning is started, the inning must be completed regardless of time constraints.
2. If a team is behind by 10 or more runs after four complete innings of play, the game will be declared over and a winner declared. If the home team is ahead by 10 runs after 3 ½ innings, the home team is declared the winning team. After a winner has been declared, if both managers agree and there is time to play, the teams may continue playing to provide additional playing time for the players.
3. A minimum of 8 players is required to field a team. Any team with less than 9 players may pick up replacement players but the replacement players must be from the GLL Minors division. Replacement players may only play in the outfield and must bat at the end of the order. GLL Minor players cannot play the game once the team has 9 regular team players show up.
4. The Visiting Team can take infield practice 20 minutes prior to the start of the game and the Home Team can take infield practice 10 minutes prior to the start of the game.
5. There are no lead-offs prior to the pitch. Runners must return to their occupied base when the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball (rule 7.13). The runner can take a secondary lead-off or steal after the ball crosses the plate. One warning per team will be given for runners leading off too early; after that runners will be called out for leaving early and the pitch will not be counted.
6. In the event of an uncaught 3<sup>rd</sup> strike (*often referred to as a dropped third strike*), the batter becomes a runner when the 3<sup>rd</sup> strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs. League officials and umpires should use the term "*Uncaught 3<sup>rd</sup> strike*" rather than dropped 3<sup>rd</sup> strike.
7. Bunting is allowed.
8. There is no infield fly rule.
9. Continuous batting orders are allowed. Each player must play defensively for at least 6 consecutive outs and complete one time at bat; this rule also applies to run-rule games. Failure to fulfill the player fielding and batting requirements will result in forfeiture of the game. See rule 3.03 in the Little League Rulebook for information about player substitution and starter reentry.
10. Bats must be kept on the bat rack between the dugout and home plate near where an on-deck circle would be; bats are not allowed in the dugout. Under no circumstances should players be swinging bats near the dugout (*inside or outside the fence*); the only warm up swings allowed during the game are at home plate, there is no on-deck area. All players that are not batting or playing defense must stay inside the dugout.
11. One coach must be in the dugout at all times, no more than three coaches allowed with the team inside the fence or dugout. The manager is the only person that can discuss judgment calls with the umpire.



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12. All boys are required to wear a protective cup. Any player warming up a pitcher must wear a facemask. Metal spikes are not allowed. C-Flaps are allowed on helmets but must be of the same manufacturer as the helmet.
13. Coaches must exchange starting lineups and note substitute players on lineup cards prior to the start of the game.
14. Players should slide to avoid unnecessary contact. If in the judgment of the umpire a play was made at any base or home plate and the runner did not slide, the runner will be declared out. If in the judgment of the umpire, malicious contact is imposed upon the fielder by a base runner, the runner will be declared out and ejected from the game. If malicious contact is imposed upon the runner by the fielder, the fielder will be ejected from the game. Headfirst slides or leaving the feet to avoid a tag are not allowed.
15. When there is a potential play at the plate and the catcher is attempting to catch a thrown ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base path to field the thrown ball; the runner is responsible for avoiding contact. If the catcher is not attempting to receive a thrown ball and is in the base path, the catcher has then committed obstruction and the runner is awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does not attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire.
16. A courtesy runner for the catcher of record is highly recommended (*but not required*) when there are 2 outs; the player recording the 2<sup>nd</sup> out becomes the courtesy runner. This allows you time to get your catcher ready for your next defensive inning and aids in keeping the game moving.
17. Pitching Rules:
  - a) The GLL Major league is player pitch from the mound; the mound will be placed at 46 feet (*back tip of the plate to the front of the rubber*).
  - b) Pitchers are allowed a maximum of 5 warm-up pitches between innings; players that assume the pitching position during an inning are allowed a maximum of 8 warm-up pitches. Plate umpires should be encouraged to enforce these limits in order to maximize playing time. Warm up pitches do not count towards the pitch count.
  - c) One parent from each team will count the number of pitches for each pitcher using the provided pitch counter. At the end of every half inning the two parents will decide on the pitch count for that pitcher and report it to the umpire. The umpire will record the pitch count on the score sheet for that pitcher.
  - d) A pitcher may play catcher after they pitch as long as their pitch count is less than 42. A catcher cannot pitch if they catch more than three innings.
  - e) Managers must keep track of the pitch counts for both teams. Within 24 hours of the completion of each game, both managers are required to email player pitch counts and game scores to the Major-League VP or other appointed league official; the pitch counts will be recorded in an online pitch tracker log. Failure to report pitch counts within 24 hours will result in those pitchers being ineligible for the next game and may result in game forfeiture if those pitchers are used in the next game.



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- f) Managers are required to monitor their pitchers that also play on *select* teams (e.g. Grafton Baseball (GB)) to assure that pitchers do not exceed pitch count and days of rest rules.  
\*\*\*NOTE\*\*\* A longstanding agreement between GLL and Grafton Baseball (to also include other select organizations) requires these “select” players to abide by the days of rest only based on their cumulative pitch counts in tournaments and/or “select” games. For example, a GLL player who pitches in a GB tournament and accumulates 85 pitches during the tournament weekend must abide by the 4 calendar days of rest only. Missing a GLL game due to the 85 pitch count is not required because the pitches were not thrown in a GLL game.

### 18. GLL Pitch Count Limits:

- a) Pitchers can pitch a maximum of **9** outs per game during the regular season and a maximum of **6** outs per game during the End of Season Tournament.
- b) Maximum pitch counts by age (*Pitchers can finish the current batter if the maximum pitch count is reached during that batter*):
  - i. 11-12 year olds – **85** pitches per day
  - ii. 10 year olds – **75** pitches per day
- c) Grafton Little League Rule – GLL players who pitch more than **50** pitches in a GLL game may not pitch in the next GLL game regardless of the number of days between games. Rained out or canceled games do not count as a missed game, it must be an actual game.
- d) If a player pitches **66** or more pitches in a day, **4** calendar days of rest is required and they may not pitch in the next game (*see 18c*).
- e) If a player pitches **51-65** pitches in a day, **3** calendar days of rest is required and they may not pitch in the next game (*see 18c*).
- f) If a player pitches **36-50** pitches in a day, **2** calendar days of rest is required.
- g) If a player pitches **21-35** pitches in a day, **1** calendar day of rest is required.
- h) If a player pitches **1-20** pitches in a day, **no** days of rest are required.
- i) If a pitcher crosses a day-of-rest threshold while facing a batter, the pitcher may continue until that batter is retired or reaches base. If the Manager removes the pitcher after that batter, the reported pitch count reverts to the count the last batter started at.

### 19. Club Pitch Counting

- a) Club pitches thrown in single\non-tournament games will be recorded on the day they occur.
- b) Club pitches thrown on a single day of a tournament will be recorded on the day they occur.
- c) Club pitches thrown on consecutive and nonconsecutive days of a tournament will have the cumulative total logged on the last day pitched.
- d) Club pitches thrown that do not directly match one of the above scenarios (a-c) will be logged as the division VP deems appropriate; GLL can't account for every nuance of club pitching.

## Tournament Rules:

**Note:** All regular season rules are still in effect for tournament games unless superseded by the following:

1. The higher seeded team is the home team.
2. Pitchers cannot pitch on a day of rest from previous club games or non-tournament GLL games.
3. There are no pitch count limits, pitchers are limited to pitching a maximum of 6 consecutive outs per game. Pitchers cannot reenter as pitcher in later innings if they have not completed six outs.



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4. Player position rotation rules are not in effect but all players should have equal playing time, no player shall sit out for more than two innings per game.
5. Bracket games have normal time and inning limits; if tied when the time or inning limit is reached, *California Rules* go into effect.
6. Championship games will play all 6 innings and is subject to *California Rules* if tied after 6 innings.
7. California Rules:
  - a) Each half inning starts with a runner on 2nd (*player that made the last out from the previous inning*).
  - b) Each half inning starts with 1 out.
  - c) Each batter starts with a 1-1 count.
8. Umpires should be encouraged by managers before and during the game to keep the game moving and enforce the warmup pitch limits so darkness does not become an issue.