

Section 6.04 Major Division Ground Rules

1. Teams will be drafted with the supervision of the Player Agent and in accordance with the drafting rules indicated in the Little League Rule book.
2. Each game will consist of no more than six (6) innings or 2 hours, whichever occurs first. If a new inning is started prior to the 2-hour mark the full inning must be completed, with the exception being if the home team were leading, the bottom of the inning would not be played. There will be no extra innings in the event of a tie.
3. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or more and four (4) innings have been completed. If the game ends in a tie the tie will stand.
4. No over hand catch is allowed between a coach or any adult and a Little League player.
5. During pre-game warmups, only players may catch for the coach. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the coach warming the players up.
6. Umpires will wait 15 minutes after scheduled game time before calling a forfeit
7. All players must be listed on the official line up card and a properly registered player.
8. The Major Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/rostered Manager and two (2) Board approved/rostered Coaches. One (1) Manager/Coach must remain in the dugout area at all times.
9. One (1) Manager or Coach is allowed to stand on the field when their team is playing defense per umpire's discretion. Offensively,

only base coaches are allowed onto the field. (buckets are not allowed on the field at any time)

10. If an umpire does not show up as scheduled, the game will be rescheduled if possible and/or necessary or each team may provide an umpire, but only if both teams are in agreement.
11. Each player, at minimum, must have 1 at bat and 6 consecutive outs on defense.
12. A starting player cannot return to the lineup until the player put into the game as his/her substitute has completed their minimum play (one at bat and six consecutive outs). When the starter is re-entered into the game, he/she must enter in his/her original position in the batting order.
13. Intentional walks are allowed. Manager of the team on defense must notify the umpire prior to the pitch to the batter he intends to walk. Four (4) pitches must be added to the pitch count for the pitcher on the mound at the time of the intentional walk. Baserunners may not steal during an intentional walk. Only forced baserunners will advance during the intentional walk.
14. Major Division players may advance on a third strike that is not caught in flight by the catcher, unless 1st base is currently occupied, with the exception of it being two (2) outs.
15. A ball that bounces over the fence is a ground rule double and the batter will be placed on second base.
16. A ball that goes over the fence, or hits the fence and lands over the fence, is a home run. A ball that hits the fence but lands inside the fence, is not a home run and the ball remains in play.
17. Batter must keep one foot inside the batter's box at all times during his/her at bat.
18. Maximum pitch count for 9-10 year olds is 75 pitches.
Maximum pitch count for 11-12 year olds is 85 pitches.

a. Days of rest must be observed per Little League guidelines, which are listed below:

1-20 pitches – No (0) calendar day of rest is required

21-35 pitches – One (1) calendar days of rest required

36-50 pitches – Two (2) calendar days of rest required

51-65 pitches – Three (3) calendar days of rest required

66 or more pitches – Four (4) calendar days of rest required

19. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
20. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.
21. A manager or coach may come out to the mound twice in one inning to visit with the pitcher, but on the second time out, the player must be removed as a pitcher. A manager or coach may come out two times in one game to visit with the pitcher but the third time out, the player must be removed as pitcher.
22. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.
23. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.
24. Standings will be kept. The team with the best record at the end of the regular season will be the TOC team. In the event of a tie,