



Major League: Playing Rules

Players who do not try their hardest and/or do not show respect for coaches, officials, opponents or teammates will receive reduced playing time at the discretion of the manager. Coaches will report excessive behavioral issues to the Board and players may be suspended. Parents should discuss this policy with their children. Players must wear white or grey baseball pants for games. No shorts.

Understand that during the season umpires are going to make some bad calls. It happens at every level of baseball. **Regardless of the situation, parents or coaches arguing with umpires is unacceptable and will not be tolerated.** Coaches are expected to carry themselves as role models for their players. If players see coaches arguing, they will do the same. Please make it clear to your players that arguing with umpires is unacceptable.

Scores will be kept and win/losses will be tracked. There will be playoffs for which all teams will qualify.

General Rules

- If a team is short players, they should make plans prior to the game to call up a AAA player. If they are short during games, they should play with two outfielders. It is the Manager's responsibility to make sure that his team has at least eight players for each game. Any team that fails to muster a full roster of eight or more players by the scheduled start time must forfeit the game (scored 6-0).
- No player should be scheduled to sit more than two innings in a game and no players should be expected to sit on the bench for more than one inning in a row, no favoritism.
- All players should play as close to an equal number of innings as possible.
- Scores and pitch count should be kept and recorded on the Reading Little League website after each game.

Playing Rules

- Games are scheduled for six innings and there will be a continuous batting order. That is, all kids bat whether they're in the field or not. Managers can reset the order after each game. A late arrival may be added to the end of the order only.
- If there is a game scheduled on the same field following another game, no full inning may begin after 1 hour and 45 minutes from the start of the game.
- All pitchers are restricted to the little league pitch count restrictions below. All players should be given the opportunity to pitch.
- Unlimited base-stealing is allowed. However, there is no stealing/advancing to second base on a walk (the "walking double"). The player must stop at first base when they walk. However, players are allowed to score on passed balls/wild pitches/throwing errors back to the pitcher.
- Bunting is allowed. However, a fake bunt followed by a swing is not. This is an automatic out.
- The infield fly rule is in effect. However, there will be no dropped third strike rule.
- No leading off bases. A runner must wait for the ball to cross the plate before leaving a base.
- No head first sliding running to a base. If a player slides head first, he will be called out. Head first slides are permitted back to a previously occupied base.
- A runner must slide into second, third, and home plate when there is a play at that base. A runner is out if the runner does not slide or attempt to get around a fielder (including the catcher) who has the ball and is waiting to make the tag.



- A fielder may not block a base (including home plate) unless the fielder is in possession of the ball or is waiting to receive a thrown ball that is already in flight and half way to the fielder.
- The run (“mercy”) rule is 12 runs. If, after three-and-a-half innings, the home team is winning by 12 or more runs, the game is over. If, after four full innings, the visiting team is winning by 12 more runs, the game is over.
- If a game goes to extra innings, the following tie-breaker will be played to determine a winning team:
 - The seventh inning will be played as normal.
 - Starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

Little League is strict with the number of pitches players throw in a week. Managers should either designate a parent/coach or track pitch counts themselves (their own team and the opponent’s team). At the end of each inning the pitch count should be verified with an opposing coach and then recorded in the scorebook. Managers must log pitch counts into the Reading Little League website no later than the morning after the game.

Standard Little League pitching rules apply.

<u>Pitch count limit per day is by age of player:</u>	<u>Limit</u>
8-year olds (born 9/1/10-8/31/11)	50
9-year olds (born 9/1/09-8/31/10)	75
10-year olds (born 9/1/08-8/31/09)	75
11-12-year olds (born 8/31/08 or before)	85

<u>Rest needed depends on pitches thrown:</u>	<u>Days rest needed*</u>
1-20 pitches	0
21-35 pitches	1
36-50 pitches	2
51-65 pitches	3
66 or more pitches	4

* Note on pitch count limits and thresholds: These are designed to avoid changing pitchers during an at-bat. A pitcher is allowed to finish the batter if they reach the limit during the batter. E.g. Pitcher is at 48, starts a batter, and can continue to pitch to that batter even if they exceed the 50 limit. Similarly, for thresholds for days rest (20, 35, 50, 65). If a pitcher is below a threshold before starting a batter and then exceeds it during the batter, s/he will only be charged with reaching the threshold as long as s/he does not deliver a pitch to the next batter. E.g. Pitcher starts batter with 18 and throws 5 pitches to the batter. The batter reaches base or is put out or the inning ends, the pitcher is only charged with 20 pitches and needs 0 days of rest.

Catchers

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (the same continuation rule as above applies). A player who has played the position of catcher in more than three innings in a game is not eligible to pitch on that calendar day.