



2019 GVLL Majors Division Rules

(A) **20 minute rule:** No inning will start within 20 minutes left in the game (Example: game is scheduled from 8 AM to 10:30 AM with the next game due to start at 10:30 AM -- no inning can start after 10:10 AM).

(B) **Game starting times:** All games must start at the scheduled times. Once the Head Umpire calls for Managers to go over the lineup at game time, the teams must begin play. If only 1 umpire is present, the Managers will notify the Division Coordinator immediately; however, the game will still begin as scheduled. Length of games is not to exceed 2.5 hours. And in some cases the games may be shortened due to field availability due to weather conditions and events. Games ending in a tie will not be continued at a later date. **In the case of doubleheaders, if the first game ends earlier than its allotted time, the second game must start 15 minutes after the end of the first game and the additional time may be added to the second game in order to finish. However, in the event of extra innings, if the game is tied after 7 innings the game will be declared a tie regardless of time availability.**

(C) **Minimum player rule:** If a team has less than 8 players present at the start of the game, then the Umpire will declare a forfeit. If one team has 8 players at the start of the game, then that team will be designated as the visiting team and they will bat first in the inning. If the team in question does not have 9 or more players at the end of their half of the first inning, the game will be declared a forfeit.

(D) **Uniform rule:** No player will be allowed to play in a game unless that player is in full uniform (team cap, gray or white pants, team shirt) and for males, wearing a protective cup with jock strap or sliding pants. **Striped pants are not a part of the uniform and after one warning may result in a player being benched for the next game.** No variation can be made in the uniform unless approved in advance by the Division Coordinator for medical or other reasons. If a player is disqualified from participation due to uniform reasons and the team is unable to field 9 or more players, then the team will forfeit immediately.

If a player loses his cap during the season, he will be given a generic "GV" cap, which he will wear as part of his uniform. Players are not allowed to replace team caps with substitutes purchased in stores or online.

(E) **Forfeits:** If one team has 8 players (no fewer) at game time, they will bat first even if they were scheduled to be the home team. If they still do not have 9 players by the time their half of the first inning is over, they will forfeit the game.

Any forfeited game will be score as 10 - 0 in favor of the non-violating team. The game may be played from that point on as an exhibition game. In the event of a forfeit, the umpires will remain and umpire the entire game.

(F) **Helmet rule:** All players at the plate, on base, or coaching 1st or 3rd base must wear protective batting helmets. There is no on-deck circle for batters. **No helmets with chrome or any other reflective material will be permitted.**

- 1) In addition, heart guards are distributed with the uniforms and must be worn under the uniform shirt. Failure to do so may, at the discretion of the umpire cause the player to be disqualified from playing in that game.

(G) Catcher rules: Player eligibility for acting as a catcher is defined by GVLL rules (see below). No player may exceed the rest requirements or inning limitations for catchers or the game will be forfeited. All catchers must wear proper equipment, including face mask with throat protector, chest protector, shin guards, a catcher's mitt, and catching helmet with ear protectors.

No player may catch more than 9 innings in a doubleheader or over two consecutive days. With a day of rest a catcher may catch 12 innings.

Doubleheader - A catcher may catch a total of 9 innings in one day. However, if a catcher catches 4 innings or more he may not pitch that same day. And, if a pitcher pitches 40 or more pitches, he may not catch the rest of the day (see rule on finishing a batter).

The pitching and catching rule applies regardless of whichever the player does first.

1 caught ball= 1 inning.

No player may catch and pitch in the same game.

Catcher's Interference: If a batter hits the catcher, while following through on a swing, there is no penalty to the batter. Runner always gets first base if the catcher sticks out his glove and interferes with the batter's swing unless the batter hits the ball and gets a double or more. In such a case the batter gets the better of the results. In the event the batter is awarded first base, any players on base will also move up one base.

Batter's Interference: If a catcher wants to throw down to a base, the batter shouldn't move. The catcher has to move to make the throw.

When a runner is on third base, the batter has to be aware of that and be prepared to step out of the box if there is a play at the plate.

If a batter throws his bat after hitting the ball, he will automatically be called out. The play will continue to its conclusion. (During the **first two weeks** of games, both teams will be given one warning if a player throws his bat. The second time a bat is thrown, during that game, the batter will be called out regardless of which team performed the original infraction.)

If a batter is hit by a pitch that has bounced before hitting him, he must have shown effort to get out of the way. If the batter stands there and is hit by the bouncing ball, the ball will be declared "dead". The call is at the discretion of the umpire.

(H) Sliding rule: All base runners should slide at home plate or at 2nd, 3rd base on close plays. The definition of a close play is subject to the umpire's judgment. Any player who does not slide on a close play where the fielding player is in position to catch the ball, is automatically called out. There are no headfirst slides advancing to a base, only returning to a base. A head first slide when advancing will result in the runner being called out. However, if a runner is avoiding a tag, remains in the baseline, and does not have the space or too much momentum to slide, the runner will not be called out for not sliding. Any player called for bowling over a fielder will be called out, and will be subject to suspension. In the case of a player trying to score, if the catcher

has received the ball up the third base line and is between the runner and home plate sufficiently far enough away to make sliding impossible, the runner may try to avoid the tag without sliding so long as the runner does not leave the base path or collide with the catcher. The decision will be at the sole discretion of the umpire.

(I) Pitching rules: Player eligibility as a pitcher is defined by GVLL and appropriate LLA rules (see below). No pitcher may exceed a pitch count limitation* or rest requirement or the manager of the rule breaking team will be suspended for the remainder of the game being played and the next game thereafter. Both teams should keep track of the pitch count. The official count per individual inning is determined by the Umpire. Teams should check with the umpire each half inning, so that everyone is on the “same page” as far as the “official count”. It is the manager’s responsibility to determine cumulative pitch counts.

A pitcher who hits 2 batters in the same inning will have to leave the mound.
 A pitcher who hits 3 batters in the same game will have to leave the mound.

Days of rest will be the determining factor in a pitchers pitch count. For example, Wednesday would be the earliest possible day of eligibility for an American League pitcher throwing 60 pitches on Saturday, or 3 days of rest.

Any player who steps onto the mound and throws a pitch between innings will become the pitcher of record...The previous pitcher will be done pitching for the day, regardless of his pitch count. The new pitcher of record must then pitch to, at least, one batter. In the event the offending player has already reached his/her pitch count for the day or week, the manager must designate another player to pitch but the original pitcher must still leave the mound.

<u>Division</u>	<u>Pitches Per Day - see new rule</u>	
	<u>Weeks 1-2*</u>	<u>Week 3 and Later</u>
Majors	70	85

* - The weeks will begin with the first week of preseason. A two week preseason will mean that the pitch count will increase at the beginning of the regular season.

<u>Number Of Pitches</u>	<u>Days Of Rest</u>
20 or fewer	0
21-35	1
36-50	2
51-65	3
66+	4

Doubleheaders

A player may not pitch in both games of a doubleheader.

For players who pitch and catch, refer to the rules in the catcher section

(J) Pitcher warm ups: A pitcher should warm up when their team is at bat. They must do this on the Right Field side of the foul line. They can only throw 8 pitches (MAY BE REVISED)

BASED ON PT RECOMMENDATION) and must be supervised by a Coach. The warm-up catcher must wear a facemask during sideline warm-ups. A team in the field can warm up a pitcher. But the hitting team has first rights to the mound and should relinquish it once the warm-ups for the next pitcher are completed. No pitcher can warm up twice and only one pitcher may warm up for a team at a time. That pitcher must be the next pitcher to enter the game when making a pitching change.

On the mound, between innings, pitchers are allowed 6 warm up pitches or the equivalent of what he can do in a minute's time, then the game must resume. More than 6 pitches can be thrown at the umpire's discretion. If a catcher is not ready for warm up pitches, another player can act as a warm up catcher and must wear a catcher's facemask and use a catcher's mitt. With the exception of the umpire, no adult may act as a warm up catcher.

Pitchers are allowed to continue pitching to a batter after pitch count has been reached. Pitcher can finish off the current batter but the pitch count will reflect the number at which the pitcher reached that limit. No pitcher can take the mound with 2 or less pitches remaining in his or her daily max. For instance, with the daily max at 70 for weeks one and two in Majors, no pitcher can retake the mound to start an inning with 68 or more pitches to his or her count.

(K) Game Postponements: Once the game begins, the Head Umpire has the sole discretion to determine whether field and weather conditions are safe to continue play. His decision is NOT subject to appeal. Games will be resumed or rescheduled according to the decision of the League Coordinator.

Games will be suspended at the first sign of lightning or sound of thunder. After twenty minutes of delay, a decision will be made to either resume the game or postpone it. The game is an official game if the losing team has at least 4 innings of at bats.

(Games may not be played if the "Real Feel" temperature is below 45 degrees or above 98 degrees) SEE BELOW

Prior to the start of a game, a game will be postponed or cancelled at the discretion of the Division Coordinator. The Coordinator will use as a guideline the temperature – whether it falls below 45 degrees or above 98 degrees. However, these are guidelines only. Once a game has started, only the umpire has the right to cancel or postpone a game.

(L) Dugout requirements: Up to 4 adults (manager, head coach, assistant coach, and safety officer) and only GVLL Majors registered players or authorized call ups may be in the dugout during the game. All dugout coaches must be pre-approved by the Coordinator BEFORE they join the dugout coaching squad. People who are not cleared cannot be in the dugout during the game. No glass containers, breakable or other sharp objects may be present in the dugout at any time. Safety officers are responsible for the maintenance of the dugout and the field.

There is no food allowed in the dugout before, during, and after the game. This includes sunflower seeds or other light snacks that will cause a mess.

Players may not use any electronic devices or cell phones in the dugout when a game is in progress. One warning will be given by the umpire before the player is ejected. Cell phone calls should be made with the permission of the manager.

(M) Mercy rule: The 10 run mercy rule is applied after 3 1/2 (home team up by 10 runs) or 4 innings (visiting team up by ten runs). Home teams trailing by 10 runs or more runs as a result of runs scored in the top half of an inning are given the opportunity to narrow the spread of the score to avoid implementation of the mercy rule. Example: away team scores 4 runs in top of 5th inning to make score 13-2. Home team would have opportunity to score 2 runs in bottom half of inning to avoid mercy rule.

(N) Time out: There will be only 1 offensive time out per inning unless there is an injury. Any request for an additional time out will be charged to that team's pitcher in the next inning. With the exception of emergencies, any coach must call a time out BEFORE stepping outside the dugout during play; otherwise, that coach will be expelled from the game.

Only the catcher can call a "Player Time Out". It is up to the Umpire whether or not to grant it. Only the catcher can approach the pitcher. The other players must stay in position.

Only the Manager can call a defensive "Manager Time Out". During a defensive "Manager Time Out", only the pitcher and catcher can go to the baseline to meet with the Manager...The other players must stay in position.

A Pitcher is only *potentially* allowed four total defensive "Manager Time Outs" in any game. The pitcher must be removed from the mound during the fourth "Manager Time Out".

If two occur in one inning, the pitcher will be removed from the mound during the third "Manager Time Out" in that given inning, even if it only adds up to three for the entire game.

A "Time Out" will not be charged on a "live ball injury. But, the play doesn't stop until the ball is dead.

(O) Appeals and protests: Protests are to be avoided at all costs. If one is necessary, it must be called to the Umpire's attention *before the next pitch is thrown*. To do so, time must be called before the next pitch. Only the acting Manager can appeal an Umpire's fielding call or lodge a protest of a rules interpretation.

If it appears to the Umpire that a Manager knew an infraction was going to occur and waited until it happened to lodge a protest, that Manager will be ejected from the game because of Unsportsmanlike Conduct.

Video recording cannot be utilized to revisit a play or an Umpire's call.

It is GVLL's goal that Managers and Coaches play these games with the "Spirit of Little League" always in mind. It is never a positive thing for players to see their Managers and Coaches obsessing over calls and situations of circumstance.

(P) Alternating start rule: Any player who starts a game on the bench and not in the field must start the next consecutive game in the field.

(Q) Continuous batting order: All players must bat in the continuous order set at the start of the game. Any player who arrives late for a game is to be added at the end of the batting order. In a situation where a player must leave the game early, the batting order will be shifted up to fill the empty slot and no other rearrangement is acceptable.

If a batter bats out of order, the correct batter will step in and continue with the same ball and strike count.

If a batter bats out of order, hits the ball into play and reaches base, the correct batter will be called out. And the incorrect batter must bat again.

If a batter bats out of order, hits the ball into play and makes an out, the correct batter will be called out. And the incorrect batter will be called out, making it a “double play”.

(R) 3 inning rule: All players must play 3 innings in the field in each game.

(S) Lineup rule: The acting Manager of each team must turn in the following information to the opposing manager, to the plate Umpire, and to the Coordinator prior to the start of the game: (1) Continuous batting order ; (2) Starting bench players (circled names); (3) List of eligible catchers and pitchers under consideration for that game (letters P, C after name)

(T) Call-up rules: Call-ups will be handled between the manager of the Majors team and the manager of their respective Minors AAA Affiliate. Each team’s Minors AAA Affiliate will be the only team available for call ups.

(U) Unsportsmanlike conduct: There will be no yelling or screaming from the dugout by Managers, Coaches, or anyone else to the players on the field, to Umpires, or to league officials. There will be no taunting, rudeness, or profanity whatsoever allowed from anyone against any player, Coach, Manager, Umpire, or league official. Such actions will result in the person’s ejection from the game. Any Manager, Coach, or player who charges at any Umpire or League Official will be ejected and may face additional disciplinary action, including suspension for the rest of the season. As provided in the Little League Rule Book, Rule 4.07, if a manager, coach, or player is ejected from a game, he/she must be suspended from the team’s next physical game of play, even if this means the following weekend.

All cheering or loud noises must cease from both teams as soon as the pitcher steps on the rubber in preparation to pitch. As cheering or heckling is subjective, it is the umpire’s judgment to determine when this becomes excessive and the managers responsibility to control his/her team when so informed by the umpire. That shall constitute a warning to both teams. A second offense by either team will result in the suspension of that team's manager. Cheering once the ball is hit is permissible, as long as it does not interfere with a player fielding a ball hit in play. Umpires will warn players once, if there is an infraction. A second warning may result in a player’s ejection. For instance, if a player gets a clean hit, players on the bench are free to cheer. If it is a catchable pop-up, derisive cheers like “drop it” or “error” can result in ejection.

If a coach or manager speaks during the pitching motion of an opposing player, the coach will be given his only warning for the season. The warning will be noted by the Coordinator. If it happens again, the coach will be suspended from that game and the next physical game as well. Encouraging a batter during the windup is considered unsportsmanlike and will result in ejection. Speaking to the opposing pitcher is grounds for ejection. Calling balls and strikes from the dugout or as a 1st or 3rd base coach is also grounds for ejection. There will be no tolerance in regards to this rule as it pertains to adults. Parents in the stands who are disruptive will be asked to leave the ballpark.

There will be no tossing in anger of helmets, bats, gloves or anything else by a player. The player will be ejected from the game and suspended for the following game, at the umpire's discretion. The umpires will make the decision without the help of an opposing manager or coach. If a manager from an opposing team protests an opposing player's emotional outburst, that manager will be given a warning for unsportsmanlike conduct. If it happens a second time during the season, that manager will be suspended. Reminder: only managers are allowed to protest a call based on the interpretation of the rules. Any coach that leaves the dugout to argue a call will be suspended.

Delay of game penalties could result in the ejection and suspension of a manager, an umpire's decision.

Suspensions and ejections cannot be determined by the Coordinator. Decisions to suspend managers, coaches and players will be made by the GVLL Executive Committee.

(V) Pier 40 Field Ground Rules: Because there is no fence at Pier 40, cones will be placed in the outfield at 200 ft. (LF), 225 ft. (CF), 200 ft. (RF). Any ball hit past the cones after touching the ground will be a ground rule double. If a ball is hit past the cones *on a fly*, it will be a home run.

(W) Any team found to be in violation of a coaching, pitching or player usage rule will be subject to penalty evaluation by the Coordinator and League Officials. This can mean possible suspension of players/Managers/Coaches.

(X) Pinch/Courtesy Runners: There are no pinch/courtesy runners in Majors because of the "Continuous Batting Order". This is stipulated in the Green Book. If the catcher for the batting team is on base and there are two outs, the player who made the previous out must take his place. The catcher should return to the dugout, put on his gear and prepare for the next defensive half inning. If a player is injured on the bases, the player who made the last, previous out will pinch run for the injured batter. If there are no outs yet, the player who made the last out in the previous inning will pinch run. **If a player is substituted for on the bases or while at bat, whether through injury or managerial decision, that player may not return to the lineup that day.**

(Y) Home Runs at JJ Walker: consider sportsmanship when appealing the legitimacy of a home run as it relates to a player touching all four bases.

(Z) Composite barreled bats - *New Rules for 2018 from LLoA* – No bat will be allowed unless it contains a sticker/seal showing approval by Little League of America.

Rule 6.06 – Baseball - The batter is out for illegal action when – (d) The batter enters the batter's box with an illegal bat (see bat specifications Rule 1.10) or is discovered having used an illegal bat. **Note:** If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat -

1. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
2. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.

3. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

(AA) Playoff Tie-Breakers for Seeding – to be determined by the following seeding parameters, in this order, and only move down the list in the event of a tie:

Overall record

Head to head record

Head to head run differential

Run differential

Run Scored

Runs Allowed

Coin Flip

(BB) Players' eligibility - players are allowed to play for their middle school teams. No player is allowed to play for any other organized baseball team, be it travel or recreational. If the league determines the player is registered for more than one league or team besides a school team, the player will be ineligible to play in GVLL.