



## Maidu Majors Division Rules

The following is a summary of some of the rules in the Majors Division in Maidu Little League Baseball. These rules are in addition to official Little League rules found in the Little League rule book. All managers are required to have a copy of these rules with them at games.

### 1. Team Formation

- a. Teams are formed based on an evaluation process followed by a “draft”. This is intended to create parity within the division.
- b. Players are required to attend an evaluation to be placed in the skill appropriate division.
- c. Evaluations are performed towards the end of January.
- d. The draft is held in the beginning of February.
- e. Team assignments are communicated shortly after all drafts have concluded.
- f. The player draft is governed by the approved Maidu Little League Draft Policy.

### 2. Players

- a. Playing age 9 thru 12 are eligible to play in the Majors Division.
  - i. Playing age 9 players must receive Board Approval.
  - ii. Playing age 12 players will need to receive a waiver from the District to play in a Minor division. Refer to the current Little League age chart to determine league age for the current year.

### 3. Parents

- a. Parents must sign and agree to the Little League Parent’s Code of Conduct.
- b. Parents must sign and submit a Medical Release form for each player.

### 4. Managers/Coaches

- a. Medical Release forms and Parent Code of Conduct forms must be kept with the Manager at all games and practices.
- b. Each team may have three named coaches (including the manager) in the dugout.
- c. All managers and coaches must agree to and pass a background check prior to participating in the dugout or on the field with players.
- d. Each manager and coach represents Maidu Little League and are expected to exhibit exemplary sportsmanship at all times. They are responsible for leading the sportsmanship of all players and parents associated with their team.
- e. All managers are required to attend MLL mandatory safety clinics, field prep clinics and coaches clinics as communicated.
- f. Managers are required to record and report all pitch counts and send them to the Player Agent within 24 hours of the conclusion of the game.



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### 5. Game Prep

- a. The home team is responsible for providing 3 new game balls at the beginning of each game. They should collect these balls following the game to use as practice balls.
- b. The home team is responsible for prepping the field for play including dragging the field, painting lines and putting bases out. Special attention should be placed on removing any obstacle that may cause injury or negatively affect the game play.
- c. The home team is responsible for keeping the official scorebook.
- d. The visiting team will have the infield starting 30 minutes before the game for infield practice. The home team will have the infield no later than 15 minutes before game time for infield practice. When time is short between games, this may be adjusted.

### 6. Game Time

- a. Games are 6 innings in length with no time limit.
- b. If a game is shortened for weather or darkness it is a regulation game if 4 innings have been completed, or if the home team is ahead after 3 and ½ innings. If a game is called before it has become a regulation game and 1 or more innings have been played, it shall be resumed exactly where it left off.
- c. Transition between half innings should be done quickly to speed up the game. Time between innings should not exceed 90 seconds or 8 warm up pitches for a new pitcher and 5 warm up pitches for a continuing pitcher. Catcher should be suited up and ready to go.

### 7. Equipment

- a. Each manager will be supplied catcher gear and a set of batting helmets.
- b. Only the designated batter may have a bat in hand.
- c. All players must wear a protective cup during games and practices.
- d. All batters must wear a protective batting helmet while on the field.
- e. The catcher must wear full catcher gear including a helmet with a mask, chest protector and shin guards. The catcher must use a catcher's glove.
- f. All base runners and players acting as base coaches must wear helmets at all times.

### 8. Game

- a. Game Basics
  - i. The visiting team occupies the 1<sup>st</sup> base dugout and the home team occupies the 3<sup>rd</sup> base dugout.
  - ii. The half inning ends when three outs are recorded.
- b. Pitching
  - i. Pitch Count Rules are governed by the green book.
    1. Playing Age 9 thru 10 – 75 pitch maximum per day
    2. Playing Age 11 thru 12 – 85 pitch maximum per day



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3. If a pitcher delivers more than 40 pitches in a game they are not allowed to return to the game as a catcher
  4. If a player plays the position of catcher for 4 or more innings in a game they are not eligible to pitch that day.
  5. If a player pitches the maximum pitch count they are not allowed to catch the following day. Maximum pitch count to catch the next day would follow a pitch rest rule of 3 full calendar days rest per age.
- ii. Pitching Rest Requirements
1. If a player pitches 66 or more pitches in a day, 4 full calendar days of rest must be observed starting on the next calendar day.
  2. If a player pitches 51-65 pitches in a day, 3 full calendar days of rest must be observed starting on the next calendar day.
  3. If a player pitches 36-50 pitches in a day, 2 full calendar days of rest must be observed starting on the next calendar day.
  4. If a player pitches 21-35 pitches in a day, 1 full calendar day of rest must be observed starting on the next calendar day.
  5. If a player pitches 0-20 pitches in a day, 0 calendar days of rest are required.
- c. Offense
- i. Offensive coaches or players with helmets may act as 1st and 3rd base coaches.
- ii. Batting
1. There is no "on-deck" circle. Players may not take warm up swings either inside or outside the dugout. Only the current batter may have a bat in hand.
  2. Bunting is allowed.
  - iii. Base Running
    1. Stealing is allowed.
    2. Base runners must not leave a base until the ball has past the plate.
    3. A walk is a live ball and the walked batter can advance beyond 1<sup>st</sup> base at their own peril.
- d. Rotation
- i. Free substitution will be allowed, and each player must play a minimum of nine (9) nonconsecutive defensive outs and get at least one (1) at bat per game. If a player does not get in the minimum play because of a shortened game, that player must then start the next scheduled game and fulfill the playing obligations from the last game before being removed. Additionally, they must fulfill the minimum of nine (9) nonconsecutive defensive outs and at least one (1) at bat for the current game. Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. This can happen in multiple instances (ie; two players



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alternated at bats). Violation of the minimum play rules will result in a warning and then a possible suspension of the manager by the League's Board of Directors.

ii. Managers are required to bring a minimum of 3 copies of the lineup sheet/card to each game for: 1) the opposing manager, 2) the umpire and 3) the scorekeeper. iii. If a team loses a player during the season due to injury, moving or being pulled up to another division who is unable to return during the course of the season the manager must notify the player agent within 24 hours. Subject to board approval the manager will have one week to fill the spot by calling up an eligible player from the lower division. The roster spot may be left vacant upon board approval. The manager is not to communicate with the family or current coach about the selection but notify the player agent. The player agent will seek board approval and notify the player's family of the option to come up. If the family accepts the player agent will notify the manager that contact can be made with the family. If a family declines the option to come up that player will not be eligible to come up for the remainder of the season. If the family declines, the manager has 72 hours to make an alternative selection subject to the same steps of consideration.

e. Umpire

i. An adult umpire will be assigned to the plate and a youth umpire will be in the field. ii. The home manager will sign the youth umpire's pay slip at the end of the game.

f. Scorekeeping

i. The home team is responsible for keeping the official score book including accurate pitch counts for each pitcher that entered the game.  
ii. The Mercy rule (Section 4.10e of the Official Regulations and Playing Rules of Little League Baseball) will NOT be utilized. There is no "10 run rule".

### 9. Post-Game

- a. The visiting team is responsible for field clean up at the end of the game. This includes putting away the bases and securing the sheds and lock boxes.
- b. Each team is responsible for clean-up of their respective dugouts.
- c. Managers/coaches for the visiting team are responsible to see that the outfield fence at Maidu is taken down after their game if there is a pending "mow" day. A fence down schedule will be distributed to the coaches prior to the first games played.
- d. Home manager is responsible for recording the final score and pitch counts for both teams on the league website.

### 10. Post Season

- a. There will be a District Tournament of Champions at the end of the season. A first half winner and second half winner will represent Maidu Little League at TOCs with the teams being determined by the following guidelines:



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- i. The records of each half are independent of each other. Accordingly, at the end of each half each team is appropriately placed in accordance with the tiebreaker rules as follows in sequential order:
  1. Best overall half season record
  2. Best head-to-head half record
    - If more than two (2) teams are tied
      - i. Team with no wins head-to-head is eliminated and best head-to-head between remaining teams acts as the tiebreaker.
  3. Run differential (runs for vs. runs against) with a maximum of a 10-run differential per game
  4. Lowest runs scored against head-to-head during the half season
  5. Coin flip
- When one team wins both halves, and a second-place team places second in both halves, those two teams will go to TOCs. If different teams win the first and second halves, those two teams will go to TOCs.
- If one team wins both halves and two different teams place second in each half, the winner of both halves will go to TOCs. The second representative to TOCs will be determined by a one game playoff. The home team is determined by the following rules in sequential order:
  1. Best overall season record
  2. Best head-to-head record
  3. Run differential (runs for vs. runs against) with a maximum of a 10-run differential per game
  4. Lowest runs scored against head-to-head during the entire season
  5. Coin flip
- TOC Representation:
  - i. If two different teams win each half the two teams will play a League Championship Game to determine the “A” seed and “B” seed to send to TOCs. The home team is determined by the following rules in sequential order:
    1. Best overall season record



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2. Best head-to-head record
3. Run differential (runs for vs. runs against) with a maximum of a 10-run differential per game
4. Lowest runs scored against head-to-head during the entire season
5. Coin flip ii. If one team wins both halves, they will be the "A" seed and the team that either was second place in both halves or the winner of the playoff game in rule (10c) will be the "B" seed.

### 11. Discipline

#### a. Managers/Coaches/Parent/Players

- i. If anyone is removed from a game by an umpire they are automatically suspended from the next game.
- ii. If anyone is removed from a game a second time they are automatically suspended for the remainder of the season.
- iii. The board will take additional action as appropriate to insure the appropriate baseball environment is maintained for the players and families of Maidu Little League.
- iv. If a Manager does not play a player the minimum play time the Manager will have a discussion (warning) with the board. If the Manager does it again he will be suspended for the rest of the season.