



MAJOR League Rules – 2020

Any situation not covered by these rules will be governed by the 2020 Official Regulations and Playing Rules Green Book issues by Little League International Inc.

1. If there is a play at home plate the runner MUST SLIDE or make a reasonable attempt to avoid contact or be called out.
2. The listed time on the schedule is game time. All warm-ups should take place prior to game time. If the game before you is running late players should warm up away from the field in a safe location. Game time will not be delayed to allow infield/outfield practice.
3. 8 Players are needed to start and finish a game. If a team has 8 players at game time the game will begin. The game will not be delayed to wait for the 9th player. If a team has less than 8 players there is a 10-minute grace period prior to a team forfeiting a game. If it appears you will have 9 or less players for a game, contact the player agent and he will call up players from the Minors for you. You are not allowed to bring players from the Minors on your own. A player called up from the Minors will bat last in the order and cannot pitch or catch. A forfeited game will count in the standings.
4. An inning cannot be started 1 hour and 45 minutes after the official start time of the game. The umpire will keep the official game time. The losing team must have batted at least 4 times to constitute an official game.
5. All games are expected to continue to completion, if the curfew time has been reached the game will be suspended and continued at some time in the future. All pitch counts will stand but for that time period. The finish of the game will be based on the pitch counts for the time the game is continued.
6. If a team has batted 4 times and is losing by 10 or more runs the game is over.
7. When a pitcher is in possession of the ball and in contact with the pitching rubber all runners will return to their bases.
8. One coach for the defensive team is required down the outfield line if there is no adult umpire on the field, this coach is not to position the defense, but to ensure no conflicts occur with the young umpires.
9. Only a rule interpretation can be disputed with the umpire and only the manager is to speak with the umpire on the rule interpretation. No disputes will be tolerated on balls and strikes or play calls – NO EXCEPTIONS.
10. SPEED UP RULES APPLY. A substitute runner will be allowed when a catcher is on base with two outs. This runner will be the last recorded out in the lineup.
11. All players will be in the batting order. If a player arrives late he or she will be placed at the end of the order. If a player must leave during a game for any reason, his or her spot will be skipped at no penalty. A team must still have at least 8 players for the game to continue.
12. All players must play 9 defensive outs in a 6 inning game and 6 outs in any game less than 6 innings. All players bat as referenced above.
13. When a third strike occurs the batter is out.
14. All playoff games must be played to completion. If curfew time is met, the game will be suspended and continued to completion at a later date.
15. Pitching Limits will be governed under the 2020 Official Regulations and Playing Rules Green Book issues by Little League International Inc. This includes the pitching threshold rules.
16. Under no circumstances may a manager decide to cancel or reschedule a game. Any and all issues pertaining to game cancellations must be taken up with the Majors Player Agent. All attempts must be made to field two teams with a Certified Coach on a Scheduled Game Day before entertaining a schedule change.