



CoulOak Baseball Spring 2018

Major League Rules

The Little League rulebook shall govern all play, except for local rule modifications as outlined below:

1. There will be a 10 run rule after 3 ½ innings.
2. Coaches will bat all 12 players, all players must play 2 innings in the field by the fourth inning, and if a player arrives late, they will be placed at the end of the lineup without penalty.
3. Free substitution of players, except pitcher.
4. If after six innings a game is tied, extra innings will be played, time permitting. If a game is still tied after the time limit expires, then one extra inning shall be played. All extra innings will be paid under international tie breaker rules.
 - a. INTERNATIONAL TIE BREAKER RULE (ITB) At the end of regulation or when the Time Limit has expired, teams will place the last three hitters for the previous inning to load the bases. The last hitter from the previous inning goes to 1st base, the hitter before him goes to 2nd base, and the hitter before that goes to 3rd base. There will be One (1) Out.
- 5.
6. Any runner deliberately crashing into or throwing a block on a fielder is automatically out and will be ejected from the game.
7. All bats must be Little League approved. A batter caught using a non-approved Little League bat, for even 1 pitch, will be called out for that at bat. Subsequent violations of this rule could result in ejection for the player and head coach involved. **It is the Head Coaches responsibility to ensure the proper equipment is on the field at all times.**
 - a. Any player who flagrantly throws a bat or helmet will be ejected from the game.
8. No jewelry is to be worn by any player. Pitchers are prohibited from wearing sweat bands and white or grey long sleeved sweatshirts.
9. Any person ejected from the game must leave the premises. Any ball player(s) who has been removed from the ball game for violation of rules # 4 or #5 above may not, under circumstances reenter that game.
10. Spectators are not allowed on the field unless invited to help get the field ready for play or, to help an injured player and are to remain behind the “play area” line and not sit or stand behind the back stop or behind the rear dug-out fences.

11. If a coach is ejected from the game he must leave the property and will not be allowed to return to coach until approved to do so by the CoulOak Board of Directors.
12. There is NO “at-bat”, “on-deck”, or “in the hole” when batting. All are asked to stay in the dug-out and pay attention to the game.
13. Bunting is allowed, but slashing (showing bunt then pulling back to swing away) is not.
14. No Balk rule in the Majors but there is an illegal pitch that does count toward the pitcher pitch count. Please refer to LL handbook.
15. There is no head first sliding allowed, with the exception of a baserunner going back into a base (i.e., the baserunner has rounded a base and decides not to advance, but rather return to the base just rounded)
16. At home plate, a baserunner is not required to slide but they are to avoid contact if a play is being attempted. The runner will be called out if contact is made during the play that could have been avoided
17. The Infield Fly Rule is in effect. The infield fly rule applies only when there are fewer than two outs and there is a force play at third base (i.e., when there are runners at first and second base , or the bases are loaded)
18. Pitch Count Rules: Pitch count rules will apply per Little League Regulation VI - Pitchers, Option 1
19. Time Limits for Majors Division are as follows. Monday – Thursday =1hr:45min and Friday-Saturday=2hrs.

Maximum allowable pitches are as follows:

Age chart

Refer to Little League Hand Book (Green Book)

Pitch count limits:

Refer to Little League Hand Book (Green Book)

9 and 10 year olds – 75 pitches per day

11 and 12 year olds – 85 pitches per day

1-20 0 days rest

21-35 1 day rest

36-50 2 days rest and a game

51-65 3 days rest and a game

66+ 4 days rest and a game

The following process is implemented to monitor pitch counts:

1. Each team's scorekeeper keeps their own pitch count utilizing the LL Baseball Game Pitch Log
2. Each team will be responsible for maintaining the LL Baseball Pitcher Eligibility Tracking Form in their scorebook for each game. Each head coach is required to sign off on the home team's pitch count record upon completion of each game. This document will be made available to opposing coach prior to each game, if requested.
3. Pitch counts will be reconciled by scorekeepers between each inning
4. Any discrepancies between scorekeepers, the home team will be the official count. A suggestion is for both home and visitors pitch counters to be together so there are **NO** discrepancies. Good communication is the key here.
5. All pitch counts will "reset" at the end of the regular season prior to playoffs, however each pitcher must meet the "days rest" before their next pitching appearance. The "**and a game**" rest will no longer be required during playoffs. There is No time limit in playoff games.
6. Players who throw 41 or more pitches in a game cannot play the catching position. Any player catching 4 innings, cannot pitch in that game (1 pitch in the 4th inning is considered 4 innings).
7. A pitcher once removed from the mound cannot return as a pitcher
8. According to Little League International Rules, the "Drop 3rd Strike Rule" is now in effect, in the Majors Division. Any 3rd strike, called or swung at, that hits the dirt, or is dropped by the catcher, is a live ball, with no runner on first. If there are 2 outs, and a runner on first, then the Drop 3rd Strike Rule is in effect as well.
9. A two out courtesy pinch runner is allowed for the existing catcher of record. The pinch runner shall be the player who made the previous out.
10. It is the responsibility of the home team head coach to notify, within 30 minutes of game time, the visiting team head coach and league coordinator of any game cancelled

by rain. All games within 20 minutes of game time shall be called at the field of play. This game will be rescheduled by the Scheduling Coordinator at the first available date.

11. The fields are to be cleared of all players if lighting is observed OR if thunder is heard. At this time, players and families shall return to their cars until all is clear. Players cannot remain on the field or in the dugouts. You must wait 30 minutes after the last visible lightning before resuming play. (NO EXCEPTIONS). While in a lighting delay, the play clock is stopped until started again by the umpire.
 - a. No game may be delayed more than 1 hour due to lightning during weeknight games (Monday-Thursday)
 - b. No game may be delayed more than 1 ½ hours due to lightning during weekend games (Friday & Saturday)
 - ◆ Suspended Game: If a game is suspended by weather or other reasons before it has become a regulation game(4 innings....3 ½ innings if home team is ahead), but after one (1) or more innings have been played, the game will be resumed exactly where it left off
 - If a game is suspended before one (1) full inning has been completed, the game will be re-started from the beginning
12. The Home Team is responsible for preparing the field for game play, providing official score keeper, providing scoreboard operator, and providing one new and one good condition game ball (Visiting Team should also provide one new game ball)
13. Both Teams are responsible for end of game clean-up activities (i.e., dragging the field, shutting down scoreboard, cleaning trash from dugouts, etc)
14. Parking is NOT allowed, per Charlotte Mecklenburg Parks and Recreation regulations, on any grass areas within Coulwood Park. Coaches are responsible for helping enforce this.

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