



# Majors Rules



## General Game Rules

1. Games consist of 6 innings and can end in a tie, however, extra innings can be played to break a tie but no game may last more than 2 hours. The start/top of an inning can be started as long as it starts before the time limit is up. If a new inning is started that inning is finished.
2. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4<sup>th</sup> inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
3. A game can be played with 8 players. If you have less than 9 players for a game you can pick up players from other teams, but the players must be in the Majors of the Cedarburg Little League. If you pick up players from another team, the players can only play in the outfield and they will bat at the end of the batting order.
4. The Visiting Team can take infield practice 20 minutes prior to the start of the game and the Home Team can take infield practice 10 minutes prior to the start of the game.
5. The players (9) playing the field bat. Players on the bench do not bat. Each player must play at least 6 consecutive outs and bat at least once. This also applies in a run rule situation. See rule 3.03 in the Little League rule book for information about player substitutions.
6. Only three coaches are allowed in the dugout. One coach should be in the dugout at all times.
7. No metal spikes are allowed.
8. The umpire will ask each manager if all players are playing before the game starts and note any names of players that are being held out.
9. Managers – turn in line up cards with players first and last name & positions on them to the opposing manager.
10. There is no infield fly rule.

## Running

11. There are no lead-offs. Once the ball crosses the plate the runner may leave the base and/or steal at their own risk.
12. A dropped third strike is considered an out – the batter can not run.
13. Head first slides are not allowed.
14. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

## Hitting

15. The bats should be kept inside the dugout. There is no on deck area. Under no circumstances should the players be swinging the bats near or inside the dugout. All players that are not batting must stay in the dugout.

**See over for pitching**

(Updated 7/9/2010)



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## Pitching

### 16. Pitching Rules:

- a. The Little League pitch count rule will be used. One parent from each team will count the number of pitches for each pitcher. A pitch counter will be provided. At the end of every half inning the two parents will decide on the pitch count for that pitcher and report it to the umpire. The umpire will record the pitch count on the score sheet for that pitcher. After the game, both managers will update their teams pitching eligibility sheet and initial the opposing team's sheet.
- b. If a pitcher pitches more than 50 pitches in a game they may not pitch in the next game.
- c. If a pitcher pitches 41 or more pitches in a game they cannot play the position of catcher that day.
- d. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.