

ETJ - MAJOR LEAGUE RULES AND REGULATIONS

A. Player Conduct

1. Each player must be in complete uniform for games except for exhibition games.
2. Players must remain in the dugout during the game unless given permission to leave by the manager.
3. Players, Managers, Coaches and Parents are not permitted to harass the Opposing team. The umpire, after determining harassment of one team by the opposition, shall warn the offending Team Manager one (1) time only. Further harassment will result in forfeiting the game.
4. If a player comes late for a game (3 ½ innings being a legal game), it is up to manager whether that player will be permitted to play. Manager must notify opposing manager and scorekeeper.

B. Playing Rules

1. Official Little League Playing Rules will be used if not included in these rules.
2. Game times will start according to the published schedule. A 15-minute Grace period will be allowed.
3. Game balls are to be supplied by the Home team.
4. Protective helmets must be worn while batting and running the bases.
5. The game may start with a team fielding only eight players. A forfeit will result if the team is only capable of fielding seven players. Teams fielding eight players will automatically receive an out for the ninth batting position in the batting order.
6. Home team is responsible for setting up score system for each game.
7. The Home team is responsible for lining the field and putting the bases on the field. The Home team is also responsible for preparing the field for play after inclement weather. Home team is responsible for lining the field and putting the bases on the field and responsible for preparing the field for play after inclement weather. **Also Dragging field after completion of game and cleaning of dugouts.**

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8. Mercy Rule: If a team is ahead by 15 runs after 2 ½ innings, 12 runs after 3 ½ and 10 runs after 4 ½ the game is officially over. If the Home team is behind they will have the opportunity to bat in the bottom of an inning.
9. The umpire, on the first offense will warn **each** batter that throws a bat. For the second offense and subsequent offenses during the same game, the batter will be called out.
10. A team has the option to use an Extra Hitter and bat 10 players but must finish the game with 10 players. The EH must be declared prior to game time. The EH is considered a position player.
11. Everyone must play two (2) consecutive innings in the field by the end of a regulation game in addition to a minimum of at least one plate appearance.
12. **Call Ups** – the use of call ups from a younger age league is permitted. Managers must inform the opposing manager of any call ups being used in the game. At the manager's discretion, it is recommended that the called up player be played in the outfield. Call ups are NOT permitted to play the position of pitcher or catcher. All call ups must bat at the end of batting order. Rule #12 does apply to call ups.
13. A game that is continued to the next playing time due to rain or darkness will follow the pitching rules for that week that the game is made up. The game will restart from the time that game was called by the head coaches and umpires. If players are not present from the original continuation game, adjustments can be made to game roster. Prior to game time, any modifications must be reviewed by both head coaches and umpires.
14. **Sliding** - Headfirst slides are not permitted when advancing to the next base. A player that performs a headfirst slide when advancing to the next base will automatically be called out with the play resulting in a dead ball situation. Headfirst slides are permitted when a player has overrun a base and is attempting to get back to the base. A leg first or headfirst slide into first base is prohibited resulting in an out and a dead ball situation.

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15. **Catcher speed up rule** is in effect. The last out of the inning may replace the catcher on base with two outs.
16. **Fake Bunt** - A batter is not permitted to show that they are bunting and then pull back and swing. If this occurs the batter will be called out.
17. **Dropped Third Strike** - The batter becomes a runner when — (a) He hits a fair ball or (b) The third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out.

Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

Examples:

Less than two outs and first base is occupied – the batter is out. Any and all runners advance on their own risk.

2 outs and first base is occupied – (this does include bases loaded) ball is live! Batter becomes a runner!

Less than two outs and first base is empty – Batter becomes a runner
2 outs and first base is empty – Ball is Live, Batter becomes a runner, if any runners are on second and/or third they run at own risk

C. Pitching Rules

1. If three (3) batters are hit by the same pitcher in a single game, that pitcher must be replaced.
2. Once a pitcher has been removed from the game, they cannot return to that position.

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3. **Pitch Count Limits** - The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Player Age	Maximum Pitches Per Day
11 - 12	85
9 - 10	75
6 - 8	50

EXCEPTION: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- a. That batter reaches base;
- b. That batter is put out;
- c. The third out is made to complete the half-inning or the game;
- d. The pitcher is removed from the mound prior to the batter completing his/her at bat.

NOTE: The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

4. Pitchers league age 12 and under must adhere to the following rest requirements:

Number of Pitches	Calendar Days Rest
66+	4
51 - 65	3
36 - 50	2
21 - 35	1
1 - 20	0

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in has been met.

A week runs from Sunday to Saturday.

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D. Rainout games

1. Managers will decide if the field is playable up to game time. If the managers cannot agree, the Head Umpire or League Official will decide.
2. The managers will coordinate with the Commissioner about times and Dates for rainout make-ups. The next available opening will be used.
3. Unless the game is called off in advance by both managers, players must show up at the field.
4. If a game is to start after 5:15 p.m. and one of the managers does not want to Play, that game will be rescheduled for the next rain date. If the game is played, it must be completed to 6 innings. If not, the game must resume at the point where it was stopped at the next rain date.

E. Darkness

1. In the event of darkness, the umpire will consult with the coaches. A determination will then be made if play is to continue. If a consensus cannot be reached, a league official will make the decision.

F. All – Stars

1. League standings as of June 13, will determine All-Star Coaches. The manager in first place will have first selection of which age group they would like to coach. The second place Manager would have the next choice, Etc. Managers have the right to defer management responsibilities to assistant coaches after age group tournament selected.

G. Scores

1. Scores for all games will be sent to the league president via text message at the completion of each game.