

## CCLL MAJORS – Spring 2022 Rules

**Following Little League Rules:** It is important for all Little League Managers, Coaches, and Volunteers to be familiar with the most up-to-date version of Little League’s Official Regulations, Playing Rules, and Operating Policies. Each Manager will be provided a hard copy of the Little League Rulebook. For more resources on bat information, rules and regulations, official forms and publications, policy statements, or to download the Little League Rulebook App, visit: <https://www.littleleague.org/playing-rules/>

**Minimum Game Requirements / Make-up Games:** All teams are required to play a minimum of 12 scheduled games. No scheduled games are to be rescheduled for convenience. Any games rescheduled for weather must be made-up as soon as possible during one of the team’s practice times, or during an open Thursday game slot (there are several available throughout the season). The commissioner will work with teams to ensure a fair balance of teams missing practice for make-up games. ***The 12-game minimum is NON-NEGOTIABLE as there are minimum game play requirements for all star tournament play eligibility!*** Any teams that fail to meet the 12-game minimum will be required to play those games during the week of playoffs, which may impact their playoff standings and/or their playoff pitching rosters (due to pitch limitations described below).

**Game Length:** Six innings or two hours, whichever occurs first; no new inning starts after 1 hour and 45 minutes of game time has elapsed. Any game that has completed at least four full innings (3.5 if home team ahead), but is ended early due to weather or lights, constitutes a complete game.

**Bats:** Non-wood and laminated bats must have USA Baseball certification stamp. Solid, one-piece, unlaminated wooden bats do not require USA Baseball bat certification; bats may not be longer than 33 inches nor larger than 2 5/8” in diameter. USSSA bats are not permitted. Complete bat regulations are provided on the Little League website.

**Illegal Bat:** Batter is out (unless defense opts for result of play). Batter and manager potentially both ejected from game at the discretion of the umpire implementing.

**Mandatory Play:** No player sits twice until all players have sat at least once. A continuous batting lineup shall be used; teams bat their full roster.

**Pitches:** League Age 11 or 12 year old pitchers are limited to a maximum of 85 pitches per day. League Age 10 year old pitchers are limited to a maximum of 75 pitches per day.

**Rest:**

- 1-20 pitches: no rest
- 21-35 pitches: 1 calendar day
- 36 – 50 pitches: 2 calendar days
- 51-65 pitches: 3 calendar days
- 66+: 4 calendar days

Under no circumstance may a pitcher pitch in three consecutive days

Example: If Johnny throws 70 pitches on Saturday, he may not pitch until Thursday

The pitch counts allow the pitcher to finish the batter when the pitcher reaches the threshold. If the pitcher has thrown 19 pitches, he or she may throw to the next batter and the pitch count is recorded as 20 pitches.

**Returning to Mound:** Pitchers once removed from game as pitchers may not return as pitchers

**Catching:** A pitcher who delivers 41 or more pitches in a game, cannot catch in that game; a catcher that has caught four or more innings in a game, cannot pitch in that game. A catcher that has caught at least three innings and then pitches 21 or more pitches, may not return to the position of catcher for the remainder of the game.

Examples: Sally may catch three innings and then pitch up to the maximum pitch count rules above. Sally may pitch 40 pitches in two innings and then catch for the next four innings.

**Intentional Walks:** No intentional walks allowed.

**Defensive Conferences:** Pitcher must be removed from mound on the 2<sup>nd</sup> visit in inning or 3<sup>rd</sup> visit in game.

**Mercy Rule:** 15 runs after three complete innings and 10 runs after four complete innings. Coaches may continue to play as long as the two-hour limit is not reached, **however, once the Mercy limit is reached the game is recorded based on that score. Any game that has already officially ended due to Mercy limit may not exceed the 2-hour limit.**

**Dropped 3<sup>rd</sup> Strike:** Batter is out if 1<sup>st</sup> base is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.

**Courtesy Runners:** Teams must use a courtesy pinch runner to run for their catcher if they are a batter-runner and the team has two outs. The last player to make an offensive out must pinch run. Pinch runners or special pinch runners are not allowed.

**Substitute Players:** Teams are required to field at least 8 players for a game. Teams may source any substitute players allowed by the Capacity Player Agent. Please, contact the Player Agent at [playeragent@capcityll.org](mailto:playeragent@capcityll.org) and Commissioner at [majors.commissioner@capcityll.org](mailto:majors.commissioner@capcityll.org) with as much notice as possible if a substitute player is needed. Our goal is to ensure every game is played with at least 9 players on each side. We would like to try to get AAA players to sub in for a chance to experience Majors games. But Majors substitutes may also be used. Managers and coaches do not have the right to pick and choose pool players. Any substitute players must bat at the end of the lineup and may not play pitcher or catcher. And if substitute players are used, it is encouraged that they play as much of the game as possible.

**Playoff Format:** Majors playoffs are a double-elimination format. First round playoff schedules will be released as early as possible, but may not be available until very close to the first playoff game. Teams must play their playoff games on the dates on which they are scheduled, unless there is a weather or other extraneous event (e.g., lights do not work) preventing the game from taking place. No playoff games are rescheduled for convenience. It is the manager's responsibility to preempt such conflicts.

**Playoff Game Length:** All games go a complete six innings unless ended early due to Mercy Rule limitations; for evening playoff games that go back-to-back (e.g., 5pm and 7pm), the 5pm teams must complete a full game prior to the 7pm game starting; any games not finished on their originally scheduled night (due to previous game overruns, weather, lights), will be completed on the following

day, with the game starting as early as 4pm on that next day (if a weekday; earlier if a weekend). Games must start at their originally scheduled time (unless weather delay). The lack of an umpire or insufficient players are not reasons to delay the start of a game.

***ANY OTHER RULES DICTATED BY LITTLE LEAGUE RULES AND REGULATIONS***