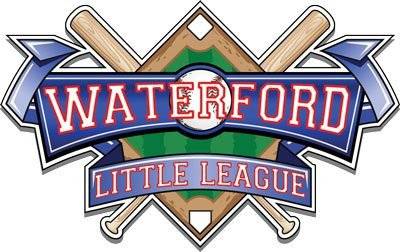
**Waterford Little League**

**2015 Majors Rules**

**Revised December 2014**



1. **Governing Rules**
   1. The 2015 Official Little League Rules are the governing rules for the Waterford Little League within all divisions of play. This handout will serve as supplemental information.
2. **Roster/Lineup**
   1. All players present at game-time shall be in a batting order as established by each team’s manager. Late players shall be added to the end of the established order with no penalty.
   2. Nine players are required at all times to consider the game regulation. If at any time less than nine players are available, the game will be considered a forfeit. The game may still start or continue as an exhibition.
   3. A lineup card should be exchanged between managers prior to the game. A continuous batting order will be used. If a player is unable to bat, the reason should be brought to the attention of the umpires, as well as the opposing manager, and his or her spot will be skipped.
   4. All players MUST play for six defensive outs.
   5. There are no courtesy runners allowed.
3. **Equipment**
   1. Managers are responsible for ensuring compliance with all equipment rules.
   2. Bats
      1. Bats must meet Little League specifications. Bats may not be more than 33 inches in length nor more than 2 ¼ inches in diameter (no big barrel bats). Non-wood bats must have a BPF (bat performance factor) of 1.15 or less.
      2. Nearly all composite bats are illegal in Majors and below. There are SOME that meet Little League requirements. For the list, please visit Little League’s website. If planning to use a legalized composite bat, please bring the list with you to games.
   3. Gloves
      1. Players must provide their own glove.
      2. A catcher’s mitt will be made available for catchers.
   4. Catcher’s Equipment
      1. Catcher’s equipment will be made available for catchers.
      2. If a player would like their own catcher’s equipment, the helmet must meet NOCSAE standards, cover the ears, and have a “dangling” throat protector.
   5. Other equipment
      1. All players must wear a NOCSAE approved two-flap batting helmet ANYTIME they are outside of the dugout.
      2. All male players must wear a protective cup.
      3. All players must wear shoes. Rubber cleats are preferred; steel spikes are prohibited.
      4. All coaches must wear a coach’s helmet while coaching a base.
      5. Jewelry may not be worn. Only a medical alert tag is allowed, which must be taped and may be visible.
4. **Field**
   1. Base paths will be 60-foot long.
   2. The pitcher’s rubber will be 46 feet from home plate.
   3. There are no on-deck circles.
5. **Pregame**
   1. The visiting team (as indicated by the schedule) will have the infield for practice 25 minutes prior to the game time for ten minutes.
   2. The home team will have the infield at 15 minutes prior to game time for ten minutes.
   3. All pregame practice not within the teams set infield time should be done well in the outfield on the side of the team’s dugout.
   4. All players should be off the field and in the dugout 5 minutes prior to game time for the umpire(s) to meet at home plate with the managers.
   5. The home team will take the field immediately following this meeting. This will be the official “game time”.
6. **Offensive Rules**
   1. The umpire will adjudge balls and strikes in the Majors division. A batter will either receive three strikes for an out, be awarded first per Little League rules, or hit the ball into fair territory. A foul ball may not be the third strike.
   2. Uncaught third strikes with first unoccupied or with two outs are live balls and require a putout.
      1. The batter is not out for abandonment until he/she has reached dead ball territory (the dugout).
   3. Players may not leave their base until the ball reaches the batter. For penalty and specifics, please see LL Rule 7.13. Leading off does not result in an out.
      1. There is no restriction applied to home plate. Players may steal any base from the time the ball reaches the batter until all four of the following apply: (1) the pitcher has the ball on the rubber, (2) the pitcher is ready to pitch, (3) the catcher is in position ready to catch, and (4) the runner is not already attempting to advance.
   4. Headfirst slides are not allowed and will result in an out.
   5. After three outs or seven runs scored, the half inning is over and the teams will switch positions. There is no exception to the seven run rule in the final inning during the regular season.
7. **Defensive and Pitching Rules**
   1. The defense will play with nine players.
   2. Pitchers will be held to the pitch count parameters found in the Little League rulebook.
      1. League Age 9-10: 75 pitches per day
      2. League Age 11-12: 85 pitches per day
   3. Players must be held to the mandatory days of rest found in the Little League rulebook. A “day of rest” is defined as a 24-hour calendar day.
      1. 1-20 pitches: No (0) days of rest required
      2. 21-35 pitches: One (1) day of rest required
      3. 36-50 pitches: Two (2) days of rest required
      4. 51-65 pitches: Three (3) days of rest required
      5. 66-85 pitches: Four (4) days of rest required
   4. A player who has been catcher for four or more innings may not become pitcher in that calendar day.
      1. A player is considered to have caught in an inning after one pitch is thrown in that inning. There are no fractions of innings applied to this rule.
   5. A player who has pitched 41 or more pitches may not become catcher in that calendar day.
   6. Should a pitcher reach either the daily or days of rest threshold on a batter, he may finish that batter and still be held to the previous threshold.
   7. Each team is responsible for keeping record of their own pitchers’ counts.
      1. These should be available at any game upon request of any umpire, manager, and/or league official.
      2. The League reserves the right to “audit” a team at any game by independently recording pitches. A manager found to be in violation of any portion of this rule will be subject to a mandatory suspension. Repeat offenses may result in further repercussions, up to and including expulsion from the Waterford Little League.
   8. Pitchers, as well as their pitch counts must be sent to the Waterford Little League along with the score at the conclusion of every game.
   9. “Illegal Pitches” will be called per Little League rules. This includes “start-stop” pitches. The penalty is a BALL, and one pitch added to the pitch count, regardless of whether a pitch was thrown. No balks are called in Little League Majors and below.
8. **Length of Game**
   1. The game will last six innings or 120 minutes, whichever occurs first. Weather-shortened games will be considered complete after 4 innings (or 3 ½ with the home team ahead).
   2. A full inning will be allowed to conclude if the 120 minute limit passes during the inning.
   3. Ties will remain ties if the time limit has expired. If time allows, extra innings may be played.
   4. If a team is down by 20+ runs after 3 innings, 15+ runs after 4 innings, or 8+ runs after 5 innings, they shall concede victory to their opponent.
9. **Coaches**
   1. Sportsmanship and instruction should be the priorities for all coaches.
   2. Only registered volunteers with the Waterford Little League may partake in any team activities, including practices, pregame activities, in-game activities, and post-game activities.
      1. Penalty: The unregistered parent or adult may be suspended from attending future games.
   3. Per Little League inclusion rules, coaches may not warm up pitchers. Only players on the defensive team may warm up pitchers.
   4. One coach (or manager) must remain in the dugout at all times to supervise players. There are no exceptions. Players may coach bases if necessary with a standard runner’s helmet.
10. **Umpires**
    1. Two umpires will be assigned to Majors games whenever possible.
    2. The umpire(s) will have total jurisdiction over the playing field, time, field conditions, and suspensions due to weather from the time they arrive at the game site until the game is completed.
    3. Should a dispute arise with an umpire, the manager should request time and speak with the umpire. The discussion must be sportsmanlike at all times.
    4. Problems with umpires should be brought to the attention of the Umpire in Chief following the game.
11. **Protests**
    1. Protests are allowed in the Majors division for rules-based interpretations ONLY.
    2. A manager wishing to protest must announce this to the umpire(s) before the next pitch is made.
    3. The scorekeeper for both teams should note the exact situation within the game that the protest was made.
    4. Within twenty-four (24) hours of the game’s conclusion, the manager shall contact the League President, Baseball Director, and Umpire in Chief with:
       1. The basic details of the game (time, location, teams, etc.)
       2. The basic facts of the situation
       3. The umpire’s ruling
       4. The manager’s belief that the ruling should be, with proper Little League rule citation.
    5. Should one of the League President, Baseball Director, and/or Umpire in Chief have a conflict of interest with the game in question, the Vice President will serve as first reserve, Player Agent as second reserve, and Coaches Director as third reserve.
    6. Proper protests will be ruled upon within one week of the correct procedure being completed.
       1. If the protest is ruled valid, and the game result in question is found to have potentially been different if not for the misinterpretation, the game will be restarted from the exact point of the protest.
       2. If the protest is ruled invalid, the game is considered official.
    7. Fruitless protests, or protests meant only to waste time and energy, will not be heard and may result in the suspension of the manager in question.
12. **Safety**
    1. Safety is a priority within Little League Baseball.
    2. No on-deck circle is allowed. No swinging is allowed outside of the batter at bat.
    3. All players warming up a pitcher within a crouch must wear a catcher’s mask. A batting helmet does not satisfy this rule.
    4. Thrown Bats
       1. The first thrown bat will result in a warning issued to the batter.
       2. Second and subsequent thrown bats will result in a safety ejection. The player must sit the remainder of the game. His position in the order is skipped without penalty.
    5. Safety ejections may occur for any violation of safety rules, including swinging a bat within the dugout, the failure to wear a helmet, etc.
    6. Team warnings may be issued in lieu of player warnings at the umpire’s discretion.
13. **Sportsmanship and Ejections**
    1. Managers, coaches, players, parents, fans, and spectators are all expected to hold themselves to the highest degree of sportsmanship.
    2. Unsporting actions including but not limited to swearing, fighting, arguing, and heckling may result in the participant’s ejection.
    3. Only an umpire may eject an on-field participant. Any league official may eject a spectator.
    4. Should a PLAYER be ejected, he/she must remain on the bench for the remainder of the game. Their position in the batting order is skipped without penalty.
    5. Should an ADULT be ejected, he/she must leave the premises before the game may resume. They may wait in the parking lot if they have a child to take home, but must be out of sight and sound… Failure of the adult to leave the premises may result in the suspension or forfeiture of the game.
    6. A postgame handshake/high-five line is required following every game. The umpire(s) or on-site league officials may terminate or alter this if they feel it may be detrimental. Ejected players may participate in the postgame handshake at the umpire’s discretion. Ejected managers or coaches may not.
    7. Contact between players will be adjudged by the umpire pursuant to Little League Rule 7.08(a)(3). Unsportsmanlike contact may result in ejection.
14. **Score**
    1. Score will be kept within the Majors division
    2. Both managers must contact the league with the final score of the game, as well as the pitchers of the game and their pitch counts within 24 hours of the games completion. Failure to do so may result in a forfeit.
15. **Playoffs**
    1. Playoffs will occur at the conclusion of the regular season in a format to be determined by league officials.
    2. All rules will be the same in the playoffs, with the following exceptions:
       1. There is no seven-run rule in the last inning of playoff games.
       2. There is no 8-after-5 “mercy rule” in playoff games. 20-after-3 and 15-after-4 are still in effect.
       3. Protests will be handled on-site prior to the next pitch being made. A league official will be on site to resolve rule interpretations.
       4. No ties are allowed. A winner must be declared. If a game is suspended due to darkness or weather, it will be restarted from the exact point it was suspended until a winner is declared.
       5. There is no time limit in the championship game.
16. **Severe Weather**
    1. Any sign of lightning will result in a mandatory 30-minute delay. This time will not be included within the time limit.
    2. The umpire(s) may suspend a game for severe weather without lightning occurring, taking in all considerations.
       1. The length of a suspension without lightning is at the discretion of the umpire.
    3. Players should be moved to a safe, supervised area for the delay.
    4. A subsequent lightning strike will result in a restart of the 30 minutes. Any third lightning strike will suspend the game.
    5. Games not called off within an hour of game time will be either played or called off by the umpires at the field.

**Any questions regarding playing rules should be brought to Umpire in Chief Matthew Riley for interpretation at riley.matthew95@yahoo.com**