

## 2011 "Major" Division Local League Rules

### LITTLE LEAGUE RULE BOOK WILL APPLY WITH THE FOLLOWING ADDITIONAL ITEMS:

**Age:** League age nine, ten, eleven, and twelve year olds.

**Batters:** Players will use safety helmets with facemasks provided by SCLL or helmets with facemasks, which are Little League approved.

**Playing Time:** Every player on a team roster must play in each game a minimum of 12 defensive outs, with at least one time at bat and at least three consecutive defensive outs in the infield.

**Substitutions should be made at the top of the third inning for players not already in the game.** Any player who does not play 12 defensive outs in any game because the game was not allowed to go six innings shall start the next game and play any previous requirement not completed plus the requirement for this game.

**Unsportsmanlike Conduct:** A player who intentionally misuses or abuses any equipment or uses profanity will receive a warning from the umpire (example throwing bats, helmets, etc.). The second occurrence for either equipment misuse or profane language will result in the player being ejected from the game. Sabino Canyon Little League will not tolerate unsportsmanlike conduct.

**Mercy Rule:** Rule 4.10 (e) (10 run mercy rule) shall not be in effect in this division.

**Lost Player:** (Regulation III (d)) A manager must replace a "lost " player before the second game after the manager has been notified by the Player Agent that the roster vacancy has been approved by the Board of Directors. No permanent replacement will be allowed for any vacancy occurring after May 31.

**Length of Game:** Six innings, however, no inning will start after two hours from scheduled start time. Once started, an inning will be completed. A new inning begins the moment the third out of the preceding inning is recorded. Extra innings for the purpose of determining a winner are permitted provided that no new inning will start after two hours from the scheduled start time. The Plate Umpires timepiece is official time.

### Regular Season and Tournament

Standings for all games played will be kept.

The championship for this division will be decided by a round robin tournament. Seeding for the tournament will be based on the season standings. 1<sup>st</sup> place will be Team A. 2<sup>nd</sup> place Team B and so on. Awards will be presented to the first and second place teams of the season, along with first and second place teams for the tournament.

A point system during the regular season will be used to determine first place. Wins will count for 1 point and ties will count for ½ point each.

**Disciplinary Action:** Before any disciplinary action is taken by a manager resulting in the loss of playing time for a player, the manager must explain such action to the player, the player's parents (s), and the Player Agent. He must also advise the official score keeper before the start of the game.

**Pitching Rules & Violations:** See Regulation VI (Pitchers) in the Little League rulebook. These rules are very important as they relate to the health and safety of the players. Any violation will be taken seriously.

**9-10 year olds      75 pitches per day    11-12 year olds      85 pitches per day**

**If a player pitches 1 to 20 pitches in a day, no (0) day of rest is required.**

**If a player pitches 21 to 35 pitches in a day, one (1) day of rest must be observed.**

**If a player pitches 36 to 50 pitches in a day, two (2) days of rest must be observed.**

**If a player pitches 51 to 65 pitches in a day, three (3) days of rest must be observed.**

**If a player pitches 66 or more pitches in a day, four (4) days of rest must be observed.**

**A pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of the day.**

Both teams are required to count pitches and record them in the book provided by the league. Prior to the start of the game the managers will advise each other of any ineligible pitchers.

The Visitor team will provide an adult as the official pitch counter.

The Home team will provide an adult as the official scorer.

In the event of pitching limit violations the game will be forfeited by the violating team. If both teams commit violations, the game will resort to a double forfeit. Managers may also be suspended for violating these rules.

**Bat Throwing:** Coaches need to make their players aware of the difference between **dropping** and **throwing** the bat after making contact with the baseball. The bat should never be thrown under any circumstances. On the **first** occurrence in a game, the player will receive a warning from the umpire. On the **second** occurrence, the player will receive a warning. On the **third** occurrence, the manager will be asked to substitute for the player. If the manager is unwilling to substitute for the player the player will be ejected from the game. (This rule is for safety purposes.)

**Rule Reminders:** Rule 1.08 - The on-deck position is not permitted.

Rule 7.08 (a) (4) - The runner is out when sliding headfirst while moving forward. **NOTE:** Applies only when advancing to a base. Does not apply when returning to a base from a run or pick-off situation.

**Game Preliminaries:** Each team shall provide one new ball for each game. At the end of the game each team will receive a ball. Home and Visitor teams are responsible for field preparation BEFORE their game begins. Home team is assigned the third base dugout. Scoreboard Controls must be checked out at the snack bar and signed for by an adult representing one of the teams. Controls must be returned at the end of the game and NOT left for the next team

**Equipment:** Managers must sign for equipment. At the end of the season, the manager will be held responsible for missing equipment.