



Spring 2016 Tomball Little League Majors Rules

REVISED 2.1.16

These supplemental rules are to be used in conjunction with the Green 2016 Little League Rulebook. League Reps/Executive Board/UIC have final discretion of any disputed rules.

1. **TIME LIMITS** - Games will be six innings for Majors. **No NEW inning will start after 1 hour and 40 minutes.** New Inning begins when the 3rd out is made or if you have met your accumulative run limit. Accumulative run limit is a total of 5 in first inning, 10 in second inning, 15 in 3rd and so on. **Games DO NOT have a 'drop dead' limit** – we will finish the inning if the outcome is not yet determined with the exception of Week night games that will have a “drop dead” time of 10:15pm.
2. The “**Ten Run Rule**” will be in effect – after FOUR innings (possibly 3.5) for Majors
3. Pitchers will be allowed a maximum of eight(8) for new pitchers and five (5) warm ups for returning pitchers; one (1) minute between innings. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow the pitcher as many pitches as the umpire deems necessary. **Rule 8.03**
4. Managers, coaches, or other adults shall not warm-up pitchers from a squatted position; they must be standing. Only uniformed players may warm-up pitchers from a catcher position and they must wear a mask and a cup. **Rule 3.0**

5. **BATTING LINEUP** –ALL players present at game will be on line up which can change from game to game. Late arrival players by the 3rd inning, may be added to the bottom of the line up. Failure to play each player his/her required 6 defensive outs and one time at bat (unless only 3 innings are played) will result in that player starting the next scheduled game, play any previous requirements not completed for Section (i) and the requirement for this game before being removed. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. **Regulation IV (i)**
6. **BUNTING** – a batter who squares around can **NOT pull back and swing or slap bunt**. The penalty = batter automatically is out & possible MGR ejection.
7. **Stalling** - Stalling, as determined by the umpire, by a manager or coach is subject to ejection. The umpire will first warn the person involved, and if the practice continues, the umpire shall eject the person involved. The umpire may also stop the elapsed time until play resumes in a normal fashion if he so desires.
8. **PLAYERS** - Teams will play with nine (9) players on the field. If a team cannot field nine players, they may play with **eight (8)** players.
 - a. If your team is going to be short, you must contact **the** League Rep at least three (3) hours before game time to obtain a player(s) from the player pool list from within the same division to get to the required minimum or 9 players **Regulation V(c)**.
 - b. At no time is a team allowed to pick up more than two players to reach their minimum number of players required to play a regulation game.
 - c. They must play the outfield the entire game and they must bat at the end of the lineup.
 - d. They must play at least six consecutive defensive outs and bat at least once **Reg. V (c,4)**.
 - e. This pick up player rule will be suspended for the end of season tournament. Teams that can't field the minimum number of players during the end of season tournament will forfeit the game.
9. **EQUIPMENT:** Approved bats for play can be found on Little League.org website. Catchers must wear cup and throat guard to be considered in full catcher's attire. Players must be in full Little League Uniform, including LL patch. Helmets with no stickers. **NO METAL** cleats.

10. Team Duties

- a. Home Team will occupy 1st base dugout & provide an official scorekeeper & announcer.
- b. Visiting Team will occupy 3rd base dugout & provide an individual to operate the scoreboard and record pitch count on a separate pitch count sheet.
- c. BOTH TEAMS are responsible for raking & **watering post game** and preparing the field for play for the next game – as well as locking fields and press box & turning out lights if they are the final game of the day.
- d. **Everyone is responsible for picking up their dugouts and stands to keep them clean for the next game.** Please empty dugout trash into larger trash cans outside the fields.

The winning team manager is responsible for texting score immediately to the league vice president (within 1-2 hours) or the game will be entered as a tie.

FORMAT for Texting Score: division / date / teams

EXAMPLE: “Majors Tuesday 3/26 Athletics 8 – Cubs 6”