

**CONNIE MACK LITTLE LEAGUE    GAME RULES & PROCEDURES    MAJOR BOYS LEVEL**

1. **THE OFFICIAL LITTLE LEAGUE RULES APPLY** (see the current “Official Regulations and Playing Rules” booklet), **EXCEPT** for the following local league modifications which take precedence, and have been adopted as listed below.
2. **STARTING TIME:** During weekdays, games start at 6:00 pm. The visiting team is allowed the field for practice from 5:30pm to 5:45 pm. The home team gets the field from 5:45 pm to 6:00 pm. Please be courteous with the use of pre-game practice times and do not go over your allotted time.
3. **ENDING TIME:** During the regular season on weekday evenings, no new inning will be started after 2 hours (Note: During the playoffs, the 2 hour rule is waived.) If, in the opinion of the home plate umpire, darkness or foul weather makes it unsafe to continue play, the game will be ended and will be considered a regulation game, if four (4) innings have been completed. During weekend games, no new inning will be started after 1 hour and 45 minutes of playing time, except for the last scheduled game of the day.
4. **INNINGS:** The maximum number of innings for a regular season game is six (6). If the score of a regular season game is tied after six (6) innings, the game then ends in a tie. Extra innings will be played only in the playoffs.
5. **NUMBER OF PLAYERS:** A game may be played with no less than eight (8) players on one team. A team can only call up enough players to satisfy the nominal player requirement of nine (9), and the player(s) must come from the same named team (i.e. Orioles) at the next lower level, or by a decision of the level commissioner. A called up player should not take playing time from a regular roster player, and if enough regular roster players show up to field a team, the called up player will not play. No player may be called up more than four (4) times during the regular season and no more than four (4) times during the playoffs.
6. **PLAYING TIME:** Games are 6 innings long. Players showing up for a game must play at least 2 complete defensive innings within the first 4 innings, and at least 4 complete innings if the game goes a full 6 innings. All players (including those players called up due to shortage) shall be included in the batting order. Standard Little League rules covering substitution are waived. Players should be rotated often and have the opportunity to play all positions during the course of the season often. Divisional commissioners to enforce this rule.
7. **HOME TEAM:** The home team and visiting team shall each provide 1 game ball. The home team shall occupy the 3<sup>rd</sup> base bench; the visitors shall occupy the 1<sup>st</sup> base bench.
8. **WINNING TEAM COACH:** The winning team coach is responsible for writing up the game highlights on the Amherst Bee Publicity Form. In the case of a tie game, the home team coach should do the write-up. Blank Amherst Bee Publicity Forms are available at the snack bar and the equipment shed. It is also the responsibility of the coach writing up the highlights to drop off, mail, or fax the completed publicity form to the Amherst Bee.
9. **UMPIRES:** Two umpires will be provided by the League; one base umpire and a home plate umpire. **Please read your Little League Rulebook. Besides the rules, pay special attention to section 9.0! We are all here to support the efforts of our Umpires. Coaches may not argue calls or speak to the Umpire during a game regarding judgment calls. Missed calls should be written up and addressed with after the game via the Head Umpire. Please do not make comments about balls & strikes during a game, and discourage fans from making comments about calls.**

**10. GAME RULES:**

- A. Pitching rules: See the attached document stating details of the new Little League International pitch count regulation effective this season as a means of protecting young arms. Strict adherence shall be maintained to Little League Rules Article VI.**
- i. Players 12 and under may pitch a maximum of 85 pitches per day and must be removed as pitcher upon reaching the limit. If the pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is called out.**  
  
**Days of rest: see attached 2008 pitching rule sheet.**
  - ii. Please designate a separate pitch count scorekeeper. One copy of the Pitch Log is enclosed. Additional copies will be kept in the snack stand.**
  - iii. Intentional walks are allowed.
  - iv. The pitcher may not wear a batting glove while pitching.
  - v. The pitcher may not wear a white long sleeved shirt.
  - vi. The balk rule will not be enforced.
  - vii. A pitcher that hits three (3) batters in one inning, or five (5) batters in a game must be immediately removed as the pitcher.
- B. Catchers must wear the following: Helmet with mask, shin guards, chest protector, protective cup, and suitable catcher's mitt.**
- C. The batter and all base runners must wear a batting helmet.
- D. The pitcher must wear a batting helmet while warming up between innings.
- E. The double first base is used. Please see the supplement sheet that describes the rules that govern the use of the double first base.
- F. Base stealing of all bases is **permitted including home.**
- G. A baserunner must slide, **or** otherwise attempt to avoid contact, on all close plays at a base. If, in the opinion of the umpire, the runner fails to slide or attempt to avoid contact on a close play, the player will be called out. Head-first sliding is not allowed going towards a base. The runner would be called out. Teach proper sliding techniques. Head first back to a base is allowed such as an attempted pickoff play from the catcher.
- H. A player may be tagged out if, when running to 1<sup>st</sup> base, he rounds the base toward second base in an attempt to go to 2<sup>nd</sup>. Judgment call by the base umpire.
- I. Bunting is allowed.**
- J. Baserunners may leadoff only as the pitched ball crosses home plate.
- K. The batting team is allowed a 1<sup>st</sup> and a 3<sup>rd</sup> base coach.
- L. The pitchers shall pitch from 46' bases are set at 60'.
- M. A fair hit ball going under the outfield fence or over the outfield fence is a ground rule double.
- N. The infield fly rule **is in effect.**

- O. A player throwing a bat, or other pieces of equipment, will be warned by the umpire (and should be warned by his coach) that unsportsmanlike conduct will not be tolerated. Coaches are responsible for the conduct and behavior of their players.
- P. Rules for extra bases on overthrows are in two (2) categories. The objective is to encourage the defensive player to make the play without penalty. Specific ground rules for specific fields will be discussed during ground rules with the Umpires and Coaches prior to start of game.**
- i. On all throws from the outfield that leave the field of play, runners will be entitled to the base to which they were headed, plus one additional base.**
  - ii. On all throws from the infield to any base, the batter may not advance beyond 1<sup>st</sup> base, and all runners may not advance beyond the base to which they were headed at the time of the throw, regardless of the result of the play.**
- Q. A maximum of nine (9) players is allowed on defense: pitcher, catcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, shortstop, 3<sup>rd</sup> baseman, and three (3) outfielders.
- R. Outfielders must stand beyond the infield dirt.
- S. It is recommended that players have defensive positions changed at least every 2 innings so that each player gets to play as many different positions as possible during the regular season.
- T. The playing field is to be kept clear of all equipment during the game. In addition, no one other than the players, umpires, and coaches (as allowed by the rules) are to be on the field of play. No other coaches, assistants, spectators, scorekeepers, etc. are to be on the field of play. A maximum of 3 coaches is allowed in the dugout area.