

# Maidu Majors Division Rules



The following is a summary of some of the Maidu Little League rules in the Majors Division. These rules are in addition to the official Little League rules found in the Little League rule book. All managers are required to have a copy of these rules with them at all games.

## **1) Team Formation**

- a) Teams are formed based on an evaluation process followed by a draft. This is intended to create parity within the division.
- b) Players are required to attend an evaluation to be placed in the appropriate division.
- c) Evaluations are performed toward the end of January.
- d) The draft will be held in the beginning of February.
- e) Team assignments are communicated shortly after all drafts have concluded.
- f) The player draft is governed by the approved Maidu Little League draft policy.

## **2) Players**

- a) Playing age 9 through 12 are eligible to play in the Majors Division. Playing age 12+ players will need to receive a waiver from the district to play in the Majors division. Refer to the current Little League age chart to determine league age for the current year.

## **3) Parents**

- a) Parents must sign and agree to the Little League's Parents Code of Conduct.
- b) Parents must sign and submit a Medical Release form for each player.

## **4) Managers and Coaches**

- a) Medical Release forms and Parent Code of Conduct forms must be kept with the manager at all games and practices.
- b) Each team may have a maximum of three named coaches (including the manager) in the dugout during games
- c) All managers and coaches must agree to and pass a background check prior to participating in any practices or games.
- d) Each manager and coach represent Maidu Little League and are expected to exhibit exemplary sportsmanship. They are responsible for leading the sportsmanship of all players and parents associated with their team.
- e) All managers are required to attend Maidu Little League mandatory safety clinics, field prep clinics, and coaching clinics.

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- f) Managers are required to record and report all pitch counts and send them to the Player Agent within 24 hours of game conclusion.

## 5) Game Prep

- a) The home team is responsible for providing 3 new game balls at the beginning of each game. They should collect these balls following the game to use as practice balls.
- b) The home team is responsible for prepping the field for play including dragging the field, marking the infield, and putting bases out. Special attention should be placed on removing any obstacle that may cause injury or negatively affect the game play.
- c) The home team is responsible for keeping the official scorebook. Teams are encouraged to maintain the official scorebook during the "preseason" to prepare scorekeepers for the season.

## 6) Game Time

- a) Games are 6 innings in length with no time limit.
- b) If a game is shortened for weather or darkness, it is a regulation game if 4 innings have been completed, or if the home team is ahead after 3 ½ innings. If a game is called before it has become a regulation game and 1 or more innings have been played, it shall be resumed later, exactly where it left off.
- c) Transition between half innings should be done quickly to speed up the game. Time between innings should not exceed 90 seconds or 8 warm up pitches for a new pitcher and 5 warm up pitches for a continuing pitcher. Catcher should be suited up and ready to go.
- d) Courtesy runners: With two outs and the player designated to play catcher in the following half inning on base, managers are encouraged to use a courtesy runner so the catcher can gear up. The courtesy runner will be the last recorded out of the current inning.

## 7) Equipment

- a) Each manager will be supplied catcher's gear, a team bat and team helmet.
- b) Only the designated batter may have a bat in hand.
- c) All players must wear a protective cup during games and practices.

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- d) All batters must wear a protective batting helmet while on the field.
- e) The catcher must wear full catcher gear including a helmet with a mask and throat protector, chest protector, and shin guards. The catcher must use a catcher's mitt.
- f) All players acting as base coaches must wear a helmet at all times.

## 8) Game Basics

- a) The visiting team occupies the 1st base dugout, and the home team occupies the 3rd base dugout.
- b) The visiting team bats in the top half of the inning and the home team plays defense.
- c) The half inning ends when three outs are recorded.

## 9) Pitching

- a) Players will pitch the entire game with the mound being placed at 46.4 feet with adherence to pitch count rules without exception.
- b) Pitch Count Rules
  - 1. Playing Age 9 thru 10 – 75 pitch maximum per day
  - 2. Playing Age 11 thru 12 – 85 pitch maximum per day
  - 3. If a pitcher delivers more than 40 pitches in a game, they are not allowed to return to the game as a catcher.
  - 4. If a player plays the position of catcher for 4 or more innings in a game, they are not eligible to pitch that day.
  - 5. A player who played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more, in the same day, may not return to the catcher position for the remainder of the day.
  - 6. If a player pitches the maximum pitch count, they are not allowed to catch the following day. Maximum pitch count to catch the following day would follow a pitch rest rule of 3 full calendar days rest per age.
- c) Pitch Count Rest Requirements
  - 1. If a player pitches 66 or more pitches in a day, 4 full calendar days of rest must be observed starting on the next calendar day.

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2. If a player pitches 51-65 pitches in a day, 3 full calendar days of rest must be observed starting on the next calendar day.
3. If a player pitches 36-50 pitches in a day, 2 full calendar days of rest must be observed starting on the next calendar day.
4. If a player pitches 21-35 pitches in a day, 1 full calendar day of rest must be observed starting on the next calendar day.
5. If a player pitches 0-20 pitches in a day, 0 calendar days of rest are required.

## 10) Offense

### a) Batting

1. Offensive coaches will act as 1st and 3rd base coaches.
2. Late arrivals that miss their scheduled at bat are automatically assigned to the end of the batting order.
3. If a batter misses a scheduled at bat after their first at bat they may not return to the game.
4. There is no "on-deck" circle. Players may not take warm up swings either inside or outside the dugout. Only the current batter may have a bat in hand.
5. Bunting is allowed.
6. "Slashing" or showing bunt and pulling back to swing is allowed per Little League rules.

### b) Base Running

1. Stealing is allowed.
2. Base runners must not leave a base until the ball has reached the batter.
3. A walk is a live ball, and the walked batter can advance beyond 1<sup>st</sup> base at their own peril.

## 11) Player Rotation

- a) Free substitutions are allowed, and each player must play a minimum of 9 nonconsecutive defensive outs and get at least 1 at bat per game. If a player does not meet the minimum play requirement because of a shortened game, that player must

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then start the next scheduled game and fulfill the playing obligations from the last game before being removed. Additionally, they must fulfill the minimum of 9 nonconsecutive defensive outs and at least 1 at bat for the current game. Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. This can happen in multiple instances (i.e., two players alternated at bats).

Violation of the minimum play rules will result in a warning for the first offense and then a possible suspension of the manager by the Maidu Little League Board of Directors.

- b) Managers are required to bring a minimum of 3 copies of the lineup sheet/card to each game and supply a copy to the opposing manager, the umpire, and the scorekeeper. The lineup sheet should be filled out completely to ensure minimum play requirements are met. Managers can make changes during the game as needed but are required to inform the scorekeeper and opposing manager.
- c) If a team loses a player during the season due to injury, moving, or being pulled up to another division and unable to return during the season, the manager must notify the Player Agent within 24 hours. The manager will have one week to fill the vacancy by calling up an eligible player from the lower division and will require board approval. The roster spot may also be left vacant upon board approval. All communication should be through the Player Agent and the manager should not communicate directly with the family of the lower division managers about the selection. The Player Agent will seek board approval and notify the player's family of the option to move into the higher division. If the family accepts, the Player Agent will notify the manager that contact can be made with the family. If the family declines, the selected player will not be eligible to move up to the higher division for the remainder of the season. If a family declines, the manager will have 72 hours to make an alternate selection subject to the same rules listed above. All questions should be directed to the Player Agent.

## 12) Umpire

- a) An adult umpire will be provided for all games and serve as both plate and base umpire.

## 13) Scorekeeping

- a) The home team is responsible for keeping the official score book including accurate pitch counts for each pitcher that entered the game.

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- b) The run rule is in effect if the listed parameters are met
  - 1. Up 15 runs or more after 4 innings (3 ½ innings if the home team)
  - 2. Up 10 runs or more after 5 innings (4 ½ innings if the home team)

## 14) Post Game

- a) The visiting team is responsible for field clean-up. This includes putting away the bases and mound and securing all sheds and lock boxes.
- b) Each team is responsible for the clean-up of their respective dugout.
- c) Managers and coaches for both teams are responsible for taking down the outfield fence if there is a pending "mow day". A fence down schedule will be distributed to all managers prior to the first games played.
- d) Managers are to exchange final line-up cards notating any changes made during the game to the original lineup
- e) Home manager is responsible for recording the final score and pitch counts for both teams on the league website.

## 15) Post Season

- a) There will be a post season tournament. Standings from the regular season will determine seeding for the tournament. All teams will participate in the postseason tournament. The bracket will depend on the number of teams. The highest seeded teams will receive byes is applicable.
- b) In the event the season ends with an uneven number of games played by all teams in the division, we will use the winning percentage of total games played during the regular season. If a team is tied in winning percentage and points tie breaker rules will be followed.
- c) Tiebreakers for seeding are determined in the following order:
  - 1. Head-to-head record against each other during the regular season. (no matter how many teams are tied)
  - 2. Team with no head-to-head wins are eliminated.
  - 3. Head-to-head between remaining teams.
  - 4. Run differential defined as runs for vs. runs against, with a maximum of a 10-run differential per game for the regular season.

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5. Runs against head-to-head during the regular season.

6. Coin flip.

d) Regular season rules will be observed during post-season play.

## **16) Discipline**

a) Discipline rules apply to all managers, coaches, players and parents.

b) If anyone is removed from a game by an umpire, they are automatically suspended from the following game.

c) If anyone is removed from a game by an umpire for a second time during the season, they are automatically suspended for the remainder of the season.

d) The Maidu Little League Board will take additional action as appropriate to ensure a positive baseball environment for all players and families of Maidu Little League.