

# 2010 Major Division Rules

**The Major Division is considered a League by Little League rules. The Little League Baseball 2010 Official Regulations and Playing Rules will be adhered to at all times with the following modifications:**

## **Minimum Number of Players Forfeiture**

A team must have eight (8) players in order to start and finish the game. Umpires will wait for 15 minutes past the posted start time as it appears in the official CPLL schedule. ***Per Little League rules, managers are not permitted to recruit players from the AAA division.***

**Field Players** A team must have a minimum of eight (8) players in the field and maximum of nine (9) players in the field at any time during the game.

**Batting Order** A team will bat each player at the start of a game before starting through the batting order again (i.e., the entire team bats). Once the starting lineups are exchanged between the teams, any player showing up to play will be added at the end of the batting order. The batting order will remain fixed throughout the game.

**Substitution** A team is allowed to substitute freely in the field, except the pitcher's position. A player may exit and re-enter the game without restrictions. The batting order will remain unchanged by field substitutions.

**Playing Time** The intent of the CPLL Major division is for player development during the season and competitive play during the playoffs. The minimum playing time as defined by 2010 Little League rules is 2 innings. **It is strongly recommended that no player sit for 2 innings until every other player has sat for at least 1 inning.** (Because of pitch counts, an exception can be made for the starting pitcher.) Unlike the situation in other lower divisions, the Major games run for 6 full innings (on weekends) and it is the belief of CPLL that all players have a chance to play beyond the minimum playing time of 2 innings.

**Stealing** There is no limit to the number of steals allowed in an inning or in a game. The ball is "live" at all times unless the umpire grants time out.

**Pitching** The Home Team Manager is required to record both team's pitch counts by player #, name and pitches and post on the CPLL web site database within 24 hours of the game played and/or before the next scheduled game.

Both Team Managers and an Umpire must sign and agree on the pitch count.

Pitchers may not wear gray or white sweatshirts underneath their uniforms. Batting gloves may not be worn by a pitcher inside the player's glove. Once a pitcher is removed from a game, he/she may not re-enter the game as pitcher.

Any player who throws 41 pitches or more in a game may not play the position of catcher the remainder of the day.

Only days rest will apply to pitchers based upon the number of pitches thrown as per little league rules.

CPLL does not allow Intentional Walks of any batter at anytime.

### **Pitch Count**

11-12 85 pitches per day

9-10 75 pitches per day

Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest is required.

**Rainouts** CPLL League officials will make every effort to notify managers prior to the game if weather forces a postponement. Managers are to call the league phone number to be told about cancellations. If managers are unsure, they must report to the game field assigned. Umpires will decide if the field is in playable condition.

**Infield Fly Rule** The "Infield Fly" rule will be in effect for all games. See 2010 "Official Regulations and Playing Rules" book for the definition of an infield fly.

**Bunting** There is no limit to the number of bunts allowed in an inning or a game. Standard Little League rules apply (i.e., bunting a ball in foul territory with two strikes constitutes an out). For safety reason, a batter may not assume the bunt stance and then swing away. This is an automatic dead ball and the pitch will be called a strike. A batter may offer a bunt but withdraw the bat back and take the pitch.

**Catcher** A Catcher must wear a hard protective cup. Any player warming up the pitcher (on or off the field) must wear a catcher's mask. Coaches have the option of wearing a mask while warming up a pitcher.

**Overthrows** The ball is live on all overthrows in a fenced in field, and there is no limit to the number of bases that a runner can attempt. In a field without a sideline fence, the umpire will award the base to the runner and call the play dead. It is at the sole discretion of the umpire to call the play dead. If the play is called dead, the runner is awarded the base headed to plus one more.

**Pinch Runners** With two (2) outs in an inning, a manager has the option of pinch running for the catcher. Pinch runners may also be used for an injured player. In all cases, the player who made the last out will be the pinch runner.

**On-Deck Position** There is no batter on-deck position. The batter will go directly from the dugout or bench to the batter's box.

**Managers/Coaches on the Bench** A manager or coach must remain with each team in the dugout or on the bench at all times. An exception is made for conferences with pitchers and catchers. The team at bat will supply a Manager/Coach as a base coach. A player with a helmet may be used as a base coach, if desired.

**10-Run Rule** If a team is losing by ten (10) runs or more after four (4) innings of play, the losing team has the option of ending the game. The losing team may elect to continue the game for an additional inning or play to conclusion.

**Field Preparation** At forty (40) minutes prior to the scheduled start of the game, the home team will have the field exclusively for its own use for fifteen (15) minutes. The visiting team will have the field for 15 minutes after the home team is done. This will leave 10 minutes for the home team to prep the field and then exchange lineup cards. This does not apply if there is a game in progress before your game. In this case, find a safe place to warm up and do not interfere with the game in progress.

**Jewelry** Players are not permitted to wear any type of jewelry during the game.

**Uniforms** Players will wear CPLL uniforms supplied by the League (shirts, hat, and socks) during a game. No other hat is permitted to be worn except the CP hat issued. Plastic or rubber spikes or sneakers are to be worn. No metal spikes are allowed. Coaches should wear CP issued hats and shirt.

**First Aid Kits** At least one (1) First Aid Kit must be present between the two teams for a game to begin. First Aid Kits must also be present at practices. Keep Kits in the dugouts at all times in a place that is easily located.

**Communicable Disease** Any player sustaining an injury that results in an open wound must have that wound covered and all bleeding must be stopped prior to returning to the game. Excessive blood on the uniform will necessitate removal of the uniform. A player may return to the game with a suitable tee shirt or sweatpants. No shorts will be allowed.

**Publicity** Refer to the separate instructions for handling publicity. Managers are encouraged to identify a parent to act as team reporter. Please make an effort to have game highlights written up and published weekly. During the course of the season, managers should make an effort to mention all players on the team in publicity highlights.

**Sliding** All runners are required to slide or avoid the defensive player while attempting to reach the next base if a play is being made on the runner. First base is an exception. A runner who slides headfirst when advancing to the next base will be called out. This does not apply if a runner is returning to a base from a rundown or pickoff situation.

**Game Duration** No inning will begin two (2) hours after the umpire signals the start of a game. On lighted fields (PC1, PC2, & PC3), the lights go out automatically at 10 p.m. This applies to all non weekend games (with the exception of Fridays). Weekend games may be played to its conclusion if no other game is scheduled to begin after the game.

**Regulation Games** If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed where it was called. All records, including pitching, will be counted. A game that is called before one full inning is completed will be declared a no-contest. In this case, all records, including pitching, will be discarded.

**Equipment** Contact the Equipment manager if equipment is broken, missing, or needs to be replaced.

### **Playoffs**

The round robin playoff format will be utilized. The two teams with the best record in the playoffs will advance to the championship game. In the event of a tie, head-to-head competition in the playoffs will decide who advances. If three or more teams are tied, use each team's record against the tied teams as a group to break the tie. If that fails to break the tie, proceed to the team with the next best record and use head-to-head competition against that team. If there is a tie for the next best record, the collective record against the tied teams will be used to break the tie. Should that fail to break the tie, a draw of lots will break the tie. All ties are broken in descending order of finish.