



# Calgary West Little League Major Rules Highlights

## Major Only Revised for the 2018 Season

The information contained in this document highlights important rules from the Official Little League Rule Book as well as special rules specific to the CalWest Major baseball program. The purpose of this information is to achieve consistency in the playing of all games, by applying all playing rules in the same manner for all teams, ensure maximum playing time can be achieved for all players, and to allow all players to learn about the game of baseball.

**CalWest has fair play rules that are contained in a separate document that will be handed out to all coaches. Parents and players are to read this document and then sign off confirming that they understand the rules.**

The following information is contained in this document:

- Highlights and key rules to be aware of that are contained in the Official Little League Rule Book
- Rules specific to the CalWest Major program

### **Supplementary & Important Rules**

- 1) CalWest has a system in place to try and provide umpires at every game. In a situation where umpires are not available the following applies:
  - a. Home team is responsible for providing a plate umpire
  - b. Visiting team is responsible for providing a base umpire
  - c. Should only a plate umpire be scheduled they can choose if they want to utilize the services of a base umpire
  - d. The plate umpire shall call a liberal strike zone to encourage players to hit the ball. The strike zone is the sole judgement of the umpire and shall not be questioned.
- 2) Home teams shall occupy the 1<sup>st</sup> Base dugout/bench
- 3) Lineups
  - a. All players present for a game will appear in the batting lineup (continuous batting order)
  - b. Late players may be inserted at the bottom of the batting order as they arrive. Players arriving late may enter the game provided that their name was listed on the line-up card as a substitute at the start of the game.
- 4) Number of Players Present to Play a Game
  - a. A team must field a minimum of 8 players to start and finish a game
  - b. If less than 8 players are present the teams should agree to pool the players and play a friendly game. The game will be recorded as a forfeit
- 5) Forfeit of games shall be scored 6-0, regardless of the score when the forfeit occurs
- 6) Only the team manager and the two (2) coaches that appear on the official team roster may be on the field or in the dugout area with the team during a game. This is for insurance and safety related issues. Single game, temporary coaching replacements must be reported to the division coordinator in advance of a game by the team manager. **An email to the coordinator prior to the game start suffices.**
- 7) Official Scorekeeper & Pitch Count Recorder (Pitch Count Rules and Scorekeeping are discussed in more detail later in the this document)
  - a. Home team is the scorekeeper
  - b. Visiting team is the pitch counter
  - c. Winning teams send in the game records to the League Coordinator the night of the game. The Game Record should include:
    - i. Final score
    - ii. Pitcher's name, age, and pitch count. Need to note thresholds if applicable
    - iii. In the event of a tie, home team send in game record



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- 8) Run Limits are as follows:
  - a. Maximum **Five** runs per inning
  - b. Mercy Rule (LL Rule 4.10(e)): If after 4 innings one team is ahead by 10 or more runs (after 3 ½ inning if home team is ahead) , the team with the least runs will concede victory to the opponent
  - c. The last inning (as declared by the umpire or the 6th inning otherwise) and any extra innings ARE open innings; three outs must occur to end the inning.
- 9) Length of Game
  - a. Games are the lesser of 6 innings OR time limit as defined below
  - b. No new inning shall start two hours after the **scheduled** game start time
  - c. The plate umpire has the sole authority to declare last inning. The umpire **MAY** designate the last inning based on the two hour limit. Even if the umpire does not declare last inning, no inning shall start after the two hour limit. It is the manager's responsibility to manage appropriately
- 10) Tie Games
  - a. Extra innings shall be played to break a tie provided no extra inning starts two hours after the scheduled start time
  - b. All extra innings are 'open' innings; three outs must occur to end the inning
  - c. When extra innings cannot be played due to time, the game shall end in a tie
- 11) Safety & Equipment
  - a. All players must wear the appropriate groin protection
  - b. Helmets:
    - i. Batters, base-runners, and player coaches must wear a protective helmet.
    - ii. Masks attached to the helmet are optional
    - iii. Chin straps are optional but must be fastened if attached
- 12) Batting
  - a. No on-deck circle is allowed
  - b. Players not at bat, not in the field, or in the coaches boxes, must remain on their designated player's bench or dugout
  - c. One foot must remain in the batter's box at all times
    - Exceptions**
      - On a swing, slap or check swing
      - When forced out of the box by a pitch
      - When the batter attempts a drag bunt
      - When the catcher does not catch the pitched ball
      - When a play has been attempted
      - When time has been called
      - When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitchers plate after receiving the ball or the catcher leaves the catcher's box
      - On a three ball count pitch that is a strike that the batter thinks is a ball
    - a. **New bat rules for 2018 (See rule book for details):**
      - i. **Bats longer than 26 inches must be stamped by the manufacturer with the USA Baseball emblem**
      - ii. **Bats 26 inches or shorter can be 2 ¼" barrel with the 1.15 BPF marking on them and a sticker from Little League**
    - b. Wood bats are allowed (must be one piece of wood, USA Baseball stamp NOT required)
- 13) Outfielders
  - a. Must be clearly situated as outfielders at least 6 feet back from the grass line separating the infield and outfield prior to delivery of every pitch
- 14) Base Stealing
  - a. Base stealing is allowed as per the Little League Rule Book



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## 15) Sliding

- a. Any base runner is out when the runner slides head first while moving forward. This does not apply when returning to a base from a run down or pickoff situation.
- b. Runners must attempt to avoid contact with the defensive player at a base or home plate on close plays by sliding, going around (within 3 feet) or otherwise. Runners who fail to attempt to avoid contact with the defensive player at a base or home plate shall be called out at the discretion of the plate umpire.

## 16) Obstruction & Interference

- a. All infielders must not position themselves on the baselines when there are runners, in order that they do not interfere with such runners. After the ball is hit the fielders do have the right to make a play on the ball and the runner must avoid contact.
- b. Catchers may not block home plate or situate themselves on the baseline unless they have possession of the ball.

## 17) Infield Fly Rule and Dropped Third Strike IS IN EFFECT

## 18) Pitchers and Pitch Limits-Development and Opportunity to Pitch

- a. The manager must remove the pitcher when said pitcher reaches the limite for his/her age group as defined in the Little League Rule Book OR
- b. Threshold limits apply
- c. Pitch Limits are as follows:

### **Maximum Pitches Allowed**

Pitchers league age 11-12 may only pitch a maximum of 85 pitches in a day.

Pitchers league age 9-10 may only pitch a maximum of 75 pitches in a day.

Pitchers league age 8 may only pitch a maximum of 50 pitches in a day.

### **Days of Rest**

66 or more pitches in a day: Four (4) calendar days of rest

51-65 pitches in a day: Three (3) calendar days of rest

36-50 pitches in a day: Two (2) calendar days of rest

21-35 pitches in a day: One (1) calendar day of rest

1-20 pitches in a day: Zero (0) calendar days of rest

- d. A player may not pitch in more than one game in a day.
- e. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (No Threshold on this rule).
- f. A player that plays catcher any part of 4 innings cannot pitch that day (If the player plays in 3 innings and then catches 1 pitch in the 4<sup>th</sup>, that is considered 4 innings).
- g. The team manager is solely responsible for knowing the pitch count and removing a pitcher when they have reached their pitch count limit in a game. Each manager is also responsible for knowing which players are eligible to pitch.
- h. All pitch count sheets are to be kept in a binder for the season and available for view at any game. If requested, they are to be scanned and emailed to the designated coordinator after each game.
- i. **Note the following rules changes for 2018**
  - i. **Only 2 mound visits per inning per pitcher, meaning on the second visit that inning the pitcher has to be pulled. Maximum 3 mound visits in a game then the pitcher must be removed.**
  - ii. **Players cannot pitch three days in a row, even if they stay below the pitch count indicating zero days rest**



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## 19) Warm-up Pitches

- a. Warm-up pitches from the mound between innings shall only be caught by the designated catcher, wearing proper protective equipment, or another eligible player not crouching and wearing the catcher's mask while the designated catcher is putting on protective equipment.
- b. A maximum of five warm-up pitches from the pitching mound shall be allowed for pitchers substituted during an inning.
- c. A rostered player may warm-up a pitcher off the field area if they are entering the game, provided they are wearing a set of catcher's gear.

## 20) Illegal Pitch

- a. Pitchers must maintain contact with the pitching rubber during delivery of each pitch, and;
- b. After commencement of the pitching motion the pitcher must complete the pitch (no stopping delivery of a pitch in mid motion).
- c. Failure to do either shall result in the batter being issued a called ball at the discretion of the plate umpire.

## 21) Base Coaches

- a. The team at bat shall position two base coaches on the field (one near 1<sup>st</sup> base, and one near 3<sup>rd</sup> base). Coaches may be two rostered players, one adult and one rostered player, or two adults (provided at least one adult remains in the dugout or bench area with the team). The adult base coach(es) must be a rostered manager or coach or a substitute coach, provided the Manager of the Team has notified the Minor's Coordinator of the need for the substitute coach and that substitute coach has a valid police screening completed with CWLL. Rostered players acting as a base coach must wear a batting helmet.

22) In the event of thunder or lightning the plate umpire should suspend the game for 30 minutes and send participants to their vehicles. The plate umpire and managers will then confer and a decision to continue will be based on safety of participants

## 23) Richmond Green North:

- a. The safety fence along the 1<sup>st</sup> base side of the field marks the edge of the playing field and dead ball territory. Should an overthrown or deflected ball hit the fence or go over the fence it shall be a dead ball and runners placed appropriately.

## 24) Rescheduled Games

- a. To the extent possible, postponed or suspended games shall be rescheduled before season end.
- b. Both managers must agree as to the rescheduled date and time of the game and **the game must be rescheduled with the division coordinator within 24 hours or the coordinator will reschedule the game for you.**

## 25) All teams make the playoffs

- a. Playoff format will be determined part way through the season based on weather and makeup games required for the regular season
- b. Tie breaker for standings is as follows:
  - i. Win/loss record between the tied teams
  - ii. Win/loss record against the team directly bellowed the tied teams
  - iii. Runs for/against between the tied teams
  - iv. Each team's runs for minus runs against for the entire season
  - v. Coin toss