

## Major League Division

- A. Format: Competitive
- B. Reserved primarily for league age 11 and 12 year olds, but can include players that are league ages 9 and 10
- C. With the approval of the Player Agent, league age 9 players may participate in this division.
- D. Number of Players per Team: Optimal: 11 Desired Cap: 12
- E. Number of Teams: >4 (As determined by the number of registrants & the relative skill level of those players in the draft pool)
- F. Returning Major League players are automatically assigned to the team they played for during the previous spring.
- G. New players or those players who are subject to the Player Replacement/Vacancy provision are required to participate in the skills assessment/tryout prior to the draft.
- H. All league age 12's must be drafted in this division unless extenuating circumstances exist as approved by the Board of Directors only. All players that extenuating circumstances may apply to must be identified and those players' eligibility to play in the Major League must be decided by the Board of Directors prior to the Major League draft.

## Local Rules

### .1 General

- A. The home team shall occupy the first base dugout.
- B. Each team is responsible to clean out the dugout area and parents are responsible for the bleacher area after each game
- C. **Pitch Count Regulations.** MLL adheres to Pitch Count Regulations as defined by Little League International and are clearly defined within the Official Regulations. Managers must ensure they keep track of and can make available all pitching records to Umpires, opposing manager and League Officials, if requested. MLL officials reserve the right to audit pitching records and take appropriate action to ensure regulations are being followed. The punishment for not following the pitch count and/or innings rules are as follows:
  - 1st offense written warning by the Division Director
  - 2nd offense a 1 game suspension.
  - 3rd offense permanent suspension for the remainder of the season.
- D. Pitch Count Violation(s) are grounds for protest.
- E. Protests shall be made in accordance with Official Little League Rules. Reference Official Playing Rule: 4.19. Protests against violations or interpretations of the playing rules or the use of an ineligible player are to be submitted to the Player Agent within 24 hours. No protests shall be considered involving an umpire's judgment.
- F. Team equipment (catchers gear, batting helmets, first aid kit, etc.) are the property of MLL and must be returned at the conclusion of the season.
- G. Two adult base coaches may be used however managers are encouraged to utilize a player as one of the coaches.

## .2 Game Scheduling

- A. Player unavailability (e.g., school events, birthday parties, etc.) is not cause to delay the start of a game, call off a scheduled game, or rescheduled game. If the team has nine players, the game must be played. When either or both teams cannot field nine players, the game will be recorded as a forfeit and the standings updated accordingly. After the forfeit has been decided, the managers may choose to utilize the field for scrimmage/practice for the duration of the allotted field time. Forfeited games are not eligible for makeup.
- B. Games shall not be called by the managers any sooner than ten (10) minutes after the scheduled game time.
- C. In severe weather situations, opposing managers **AND** any one of the following: the MLL Division Director, the MLL Player Agent, the MLL President, the Field Director can call a game no sooner than two (2) hours prior to game time. Every effort must be made to make fields playable when they are scheduled. Rescheduled games put a burden on MLL, teams, umpires, and especially managers –pitching eligibility rules are enforced for rescheduled games. If this process is not followed, one or both teams shall forfeit.
- D. If a game is suspended before the completion of the first inning, the partial inning is negated and the game is restarted when it is rescheduled. The inning in this instance does not count toward the weekly inning pitching limitations. Four games in a calendar week (Sun-Sat) shall not be scheduled. League identified blackout dates shall not be used for making up games unless both managers and the Division Rep agree.
- E. Both managers must notify the MLL Games Scheduler when a game has been called. The Games Scheduler shall reschedule the game and notify the affected teams, MLL Umpire -in-Chief, and the MLL Concessions Director.
- F. **Called Games:**
  - i. Junior/Senior and Major League divisions:
    - Regular Season Play:
      - Called games shall be rescheduled at the earliest possible date.
      - Games shall be rescheduled in the same sequence they were originally scheduled (i.e., the first game called shall be the first game rescheduled).
    - Championship Play:
      - Games shall be re-scheduled the next available day including Sundays
  - ii. AA, A, Rookies and Tball League divisions: Called games shall not be rescheduled.
  - iii. AAA Minor League division:
    - Games called during regular season play shall not be rescheduled.
    - Games called during championship play shall be re-scheduled the next available day including Sundays
- G. Forfeits are allowed for refusing to play. Reference Official Playing Rule: 4.15 through 4.18.
- H. A manager whose team is ten runs or more behind once the game becomes an official game shall concede a game in accordance with the Ten Run Rule option. Reference Official Playing Rule: 4.10(e).

## **Supplemental Rules by Division**

### **Majors League Division**

#### **Regular Season Play**

Official Little League rules are in effect unless otherwise modified below.

- Official rosters of 11 players or less shall bat in a continuous batting order.
- Time Limits:
  - On WEEKENDS, no new inning shall begin later than 2 hours past the actual start time.
  - On WEEKNIGHTS, no new inning shall begin later than 1 hour and 45 minutes past the official start time,
- Home Team Responsibilities:
  - The home team shall provide three (3) new baseballs for each game.
  - The Home Team is responsible for recording the official Start Time
  - The Home Team is responsible for keeping the official Score Book
  - The Home Team is responsible for the operation of the Scoreboard and returning the controller to the concession stand.
- Warm Up:
  - Warm up time prior to the regularly scheduled starting game time shall be evenly divided by the managers.
  - Majors shall have priority use of the east (Field C; 3<sup>rd</sup> base side) batting cage
  - The home team shall have first use of the batting cage.
  - The visiting team shall have first use of the field.

#### **Championship Play**

- The season will be divided into 2 halves.
- Win/Loss records shall be kept for each game, and each half, of the season.
- Coaches are responsible for turning in their scores and pitch counts to the Division Director.
- The Division Director will maintain 1<sup>st</sup> and 2<sup>nd</sup> half records and pitch records, and report the standings.
  - Tie breakers – If a tie breakers are required to determine winner of the first or second half, the following tie breaker will be used:
    1. Results of head to head games between the tied teams.
    2. The runs-allowed ratio over all games played during that half.
- The winner of the 1<sup>st</sup> half will play a best-of-3-game championship series against the winner of the 2<sup>nd</sup> half to crown the Major League Top Team Champion. In the event a single team wins both halves, they will be named the Major League Top Team Champion. The loser of the 3-game championship series shall be deemed the second place team for purposes the Top Team tournament, All Star coach selection, and draft.
- Extra innings shall be played to determine a winner of each game played, if necessary.