

FISH CREEK LITTLE LEAGUE
MAJORS HOUSE RULES - 2008

All rules are as per the 2008 Little League Baseball Official Regulations and Playing Rules in addition to the following:

1. The home team will occupy the first base dugout; the visiting team the third base dugout.
2. The home team is responsible for rescheduling games postponed due to weather. Managers must contact the coordinator for diamond availability. The manager is also responsible for rescheduling the umpire through the umpire coordinator for rescheduled games. Rescheduled games will take priority over scheduled practices.
3. The home team is responsible for supplying the home plate umpire and two new balls. The visiting team supplies two good used balls and the base umpire. All balls are to be returned at the end of the game.
4. Each team will supply its own scorekeeper. Scorekeepers will provide their batting order to the other team's scorekeeper before the game. **All lineups must be recorded clearly using first and last names, both on the lineup cards and in the scorebooks.** The Home team's scorekeeper will be the official scorekeeper. The scorekeepers should confer regularly during games to confirm that both parties agree on the score and the current batter. The official scorekeeper shall sit near the official pitch counter behind the backstop in a location easily accessible by the umpire.
5. A team must have a minimum of nine players present at the beginning of the game. If a team cannot field the minimum within 15 minutes of the scheduled start time, the game shall be forfeited. If the manager has advance knowledge of the shortage up to 24 hours before game time, he may reschedule the game. Managers are expected to call up players from minor divisions if necessary in order to field a team. Call ups are to be done through the Player Agent.
6. Each player must play in the field at least one half the game (not necessarily consecutive innings). If this does not occur, then players playing less than the minimum shall play extra innings in the next game. At the end of the season, the differential of innings sat out shall not be more than 20 between any two players. Missed games do not count as innings sat out.
7. All players present for the game shall be placed in the batting lineup and will bat throughout the game in that batting order, regardless whether they are playing defensive innings or not. Players arriving late must be added to the bottom of the batting order. The batting order cannot otherwise be changed during the game. If a player is unable to bat (injured or ejected) his spot in the order will simply be skipped. If a player is injured while on the bases, the player who was the previous out for the team at bat shall take the place of the injured player on the bases. No player shall bat in the 10th, 11th, or 12th position in the batting order for two consecutive games. (Note 1: a player shall be considered to have arrived late if they are not present 20 minutes prior to game time. Note 2: should a player bat in the 10th, 11th, or 12th position in a game, then miss or arrive late for his/her team's next game, he/she may bat in one of these positions in the next game that he/she is present for.)
8. Teams must have a minimum of one and maximum of two 10 year old players.

9. 10 year old players for each team must, as a group, face a minimum of 36 batters per season. Managers must fill out pitching records and have opposing managers sign the record at the end of each game and have it available at the beginning of each game for inspection by the opposing coach and/or the umpires.
10. The home team manager must e-mail in scores and **both teams' pitch counts** to the coordinator immediately following the game. For 10 year old pitchers, the actual number of batters faced must be reported as well.
Note: "Facing a batter" means that the pitcher delivers all pitches to a batter for his/her entire at-bat. i.e. the pitcher pitches to the batter at the beginning of the at-bat and continues to pitch all pitches until the batter goes out, reaches base, or the inning ends.
11. Practices shall be booked through the coordinator. The only exception is the appointed practice times on Sundays. Managers are to ensure all bases and equipment is returned to the lockbox after their teams practice or ensures the next team taking the field is aware they are responsible for returning the equipment.
12. Pitching:
 - a. Any player on a team may pitch.
 - b. There is no limit to the number of pitchers a team may use in a game.
 - c. The manager must remove a pitcher when said pitcher reaches their limit for his/her age group, as noted below, but the pitcher may remain in the game at a different position (other than catcher - see rule 2(k)).

League age 11 & 12:	85 pitches per day
League age 10:	75 pitches per day

 - 1) **Exception:** If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue pitching to that batter until such batter reaches first base, is put out, or the inning ends.
 - d. Pitchers must adhere to the following rest requirements:
 - 1) If a player pitches 61 or more pitches in a day, 3 calendar days of rest must be observed.
 - 2) If a player pitches 41 to 60 pitches in a day, 2 calendar days of rest must be observed.
 - 3) If a player pitches 21 to 40 pitches in a day, 1 calendar days of rest must be observed.
 - 4) If a player pitches 1 to 20 pitches in a day, no calendar days of rest must be observed.
 - 5) If a player pitches 41 or more pitches in a game, the player may not pitch in his team's next game.
 - e. The visiting team will provide an official pitch count recorder. The pitch count recorder will use the pitch count sheet provided by FCLL. The pitch count recorder will sit near the official scorekeeper behind the backstop where they will be easily accessible by the plate umpire.
 - f. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - g. The pitch count recorder should inform the umpire when a pitcher has reached his/her maximum pitches for a game. The umpire shall inform the pitcher's manager that the pitcher must be removed. However, failure by the pitch count recorder to notify the umpire, or failure by the umpire to notify the manager, shall not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - h. Violation of any section of this rule can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

Notes:

- 1) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that pitcher has pitched a ball to a batter, shall not be considered a violation. All managers, coaches, umpires, scorekeepers, pitch counters, and spectators are encouraged to prevent protest situations from arising. When a protest situation is imminent, time should be called and the potential offender should be notified immediately.
 - 2) Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall count against a player's eligibility to pitch.
 - 3) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - i. Fill out pitching records and have opposing coach sign same at end of each game and have it available at the beginning of each game for inspection by the opposing coach.
 - j. Once pulled as pitcher, a player cannot pitch again in the same game.
 - k. Once pulled as pitcher, a player cannot play catcher in the same game.
- 13. Violation of pitching regulations or mandatory playing time rules will be considered grounds for forfeit by the team found to be in violation. Furthermore, repeated violations or violations found to be intentional, may result in the offending manager and/or coach(es) being suspended or removed. Games won by a team found to have used an ineligible pitcher will be overturned regardless of when the infraction is discovered. On the first occurrence of a team found to have used an ineligible pitcher, the manager will receive a warning. On repeat occurrences, the manager will be suspended.**