



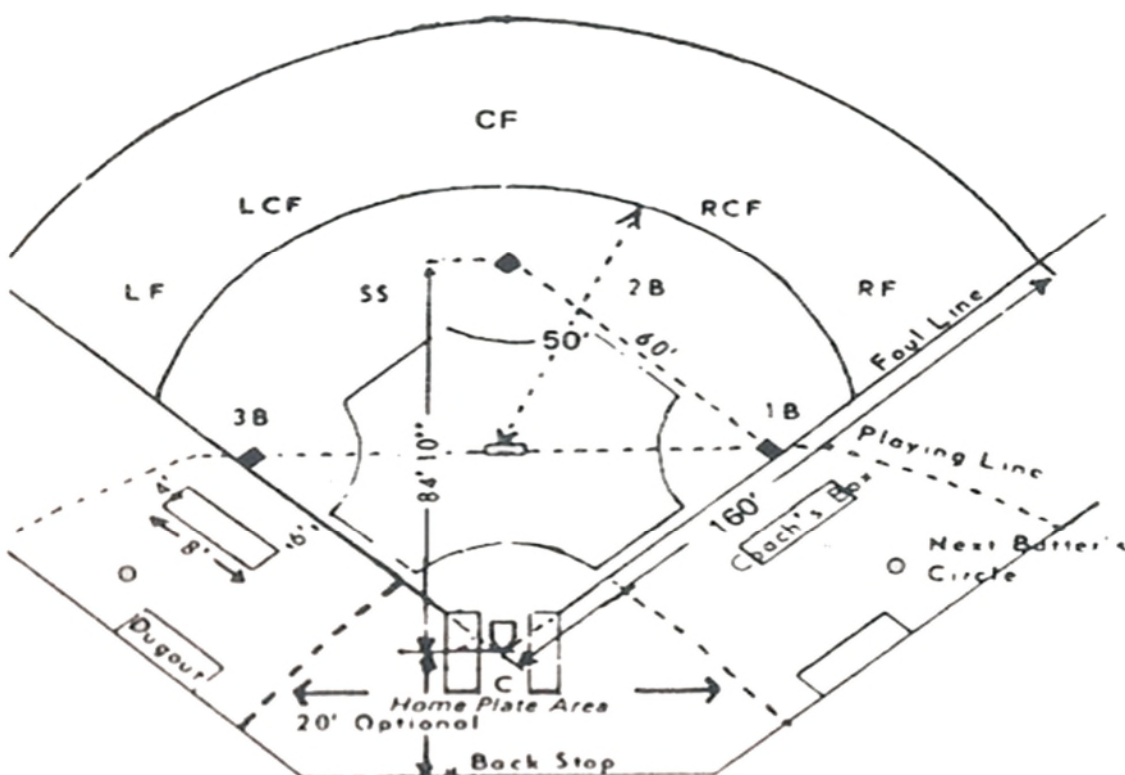
Major league

Practice:

- Each practice will have 2 teams sharing one field with equal time in the infield, outfield and batting cage.
- No team should have pitching machine batting into the outfield while another team is practicing there.
- Practice plans will be available to use. It is not required to be followed but each team must respect and share the time on the field as outlined

Infield Set Up:

1. Home plate is 46 ft from the pitcher's Rubber
2. Each base length is 60 feet in length
3. Following lines need to be chalked before games:
 - a. 1st baseline
 - b. 3rd baseline
 - c. Batter's box



Game Rules:

- Home team is responsible for the setup of the diamond prior to the game. This needs to be completed so that the games start on time.
- Away team will be responsible for putting everything away



Major league

- 8 Players are required for a game. 10 is ideal if you are going to have less than 10 players a call up is permitted. Call ups are not allowed during Playoffs. Failure to have at least 8 players will result in a forfeit score
- All players will be in the batting order. The batting order will be the same throughout the entire game. If a player comes after a game is started, he is added to the bottom of the batting order. If a player becomes sick or injured their place can be skipped in the order without recording an out
- All players should be wearing a jock/jill to be able to play
- There are 9 defensive positions: C, P, 1b, 2b, SS, 3b, LF, CF, RF
- All players are to be rotated through positions. Not in the same position 2 times in a row. Players should not be in the outfield all game as well
- No player shall sit twice before all other players have sat including players being called up
- 4-run max for innings
- There is no on deck circle. There is no practice swinging by any team allowed except at home plate.
- When your team is fielding coaches are required to be on their bench not on the diamond during play
- When your team is batting coaches can be at 1st 3rd
- Stealing will be allowed after July 1 once teams have had chance to practice a bit
- Stealing home is permitted
- Running home on an overthrow after stealing home is also not permitted
- Between innings you have 1 minute to field your team. The catcher should be getting ready prior to the end of the inning. Coaches should have a list for the next players position to quicken up the game. If at 2 outs the catcher is on base the last person out can take their spot-on base to start getting ready

Stealing:

- Players must stay on the base until the pitch is over home plate
- No lead off is allowed
- If a player leaves early they will be called out
- Stealing home is allowed
- Players must return to the base once the pitcher has possession of the ball and is ready to pitch
- Dropped third strike rule in effect:
 - If a called third strike is dropped by the catcher and 1st base is not occupied that batter may run to first and will only be out if the catcher tags the batter or throws down to first and the player with the ball touches 1st base before the batter does

Pitching:

- All pitching mechanics should follow little league rule 8.00 can be looked up freely at <https://www.littleleague.org/university/articles/little-league-rule-8-00-the-pitcher/>
- For this age group a pitcher cannot pitch more than 85 pitches in an inning. To make things easy a pitcher can only pitch 2 innings
- Anyone who has played Catcher for 4 innings is ineligible to pitch
- Players on all-star teams may require rest times adhered to when coming from a tournament
- Any player that pitches one inning can only then play catcher for 3 innings on the same day

LET'S HAVE A GREAT YEAR