

FLOWING WELLS CONTINENTAL LITTLE LEAGUE

LOCAL LEAGUE GROUND RULES

MAJORS DIVISION

1. Each team will have one (1) manager and two (2) coaches allowed in the dug-out. No other adults may be in the dug-out.

2. Only the manager, coaches and players will be allowed in the dug-out during the game. All managers, coaches, and players will remain in the dug-out or on the field as appropriate after the game has begun. If a manager, coach or player needs to leave the dug-out after the game has begun, the manager **MUST** obtain permission from the umpire in charge prior to that person leaving the dug-out.

3. All games shall 6 innings or 2 hours.

a. An inning begins the instant the last out is made in the previous inning.

b. Any inning started before the 2 hour limit shall be completed.

c. Game must be a legal game without regard to the time limit. I.e. 3 1/2 or 4 innings. (10 run rule)

d. Games tied after completion of regulation or time limit will be continued until there is a winner.

4. Team uniforms will consist of a team shirt (tucked in), team hat (bill in front) and baseball pants. All male players must wear hard protective cups during play. Protective cups are strongly suggested for female players. Players are to wear only League issued uniforms.

5. There is no on deck batter allowed outside the dugout.

6. Only players may warm up a pitcher and must have a cup, catchers mask with a hanging throat guard on as a minimum.

7. Pitching count : 7-8.....50 pitches per day
 9-10.....75 pitches per day
 11-12.....85 pitches per day

Option 2 :

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

If a player pitches 21-40 pitches in a day, two (2) calendar days of rest is required

If a player pitches 41-60 pitches in a day. Three (3) calendar days of rest is required

If a player pitches 61 or more pitches in a day, four (4) calendar days of rest is required

Note : A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

8. No adult may warm up the pitchers.

9. Home team will be on the 3rd base dugout and the visitors will be on the 1st base dugout.

10. The home team is responsible for preparing the field prior to the game. This should be completed 45 minutes prior to game time and shall include raking and lining the field. Each team shall have no more than 10 minutes of pre-game infield. The visiting team has the infield first, beginning at 30 minutes prior to game time. Post game clean up is the responsibility of both teams. The visiting team shall tear down the field.

11. The home team may be responsible for providing the Official Scorekeeper. The official scorekeeper must use the Official Scorebook provided by the league. The official scorekeeper is part of the officiating crew and shall not make any comment to either team. Umpire or spectators that may influence the game outside of their official capacity. The official scorekeeper shall bring attention of the umpire any time a player pitches illegally due to age or number of pitches, for the safety of the pitcher. Managers and/or coaches may look at the official scorebook prior to the game to establish eligibility of pitchers. The official scorekeeper shall not bring to the umpires or either teams attention any situation that is appealable by a team (batting out of order, etc.). The official scorekeeper shall sit behind the backstop directly behind the umpire. The scorebook has to be signed by the managers of both teams and the plate umpire.

12. The home team is responsible for snack bar duty. The manager must send someone to the snack bar.

13. Managers, coaches, players and other game personnel are expected to conduct themselves in a manner which positively reflects on Little League Baseball. Conduct other than this will not be tolerated and can lead to the suspension of the person involved. Game officials are to be approached and treated with respect. There will not be any negative comments directed towards opposing teams, players, spectators and/or officials.

14. Umpire judgment calls are not appealable. Arguing ball and strike decisions is an ejectable offence. Protest of an umpires ruling interpretation must occur prior to the next pitch or to the infielders leaving the field at the end of an inning/game. The umpire will direct the official scorekeeper to note the protest in the official scorebook. Time used by umpires to research rule interpretations shall not be counted as part of the 2 hour game time limit.

15. Any player not starting a given game will start the next game.

16. Any team that is not able to supply the legal number of players to begin a game shall forfeit the game after waiting for 15 minutes from game start time. The team that forfeits will have the loss recorded in the scorebook. If both teams do not have enough players we can reschedule the game or both teams will record a loss if the game cannot be rescheduled.