

MAJORS

1. No new inning shall begin after 1 hour and 45 minutes from the start of the game.**
2. There will be a limit of 6 warm up pitches between innings taking no longer than 90 seconds.
3. No managers or coaches are allowed to warm up the pitchers.
4. Runners may steal second, third and home. However, there are no lead offs.
If a runner takes off early, there will be one warning per team; after that, the runner will be called out.**
5. Players may only slide headfirst BACK to a base (to avoid being tagged out). If the player slides head first into the *next* base s/he will be called out.
6. There are no balks.
7. The infield fly rule will apply. Umpire will call and batter will be out.
8. A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. A manager or coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
9. TRSLL will follow LL pitch count rules (see page 2).
10. Team moms or designated pitch counters will be responsible for keeping the pitch count and sending it to the Player Agent within 24 hours. **
11. No player may pitch in 3 consecutive days regardless of pitch count.
12. Defensive teams are able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count, but the pitcher will not throw the 4 pitches.
13. Any time after the completion of the 4th or any subsequent inning, a team is in the lead by 10 or more runs, the umpire shall immediately declare the game over and the leading team will be the winner. This is also known as the 'mercy rule'.
14. The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. The runner forfeits his/her opportunity to advance to first if s/he enters the dugout or other dead ball area.
15. All rostered players present at the start of the game will bat in continuous order.
16. All players will remain in the dugout throughout the duration of the game unless they have to go to the restroom.**
17. If egregious unsportsmanlike conduct ensues, the umpire will warn the manager. This will be up to the umpire's discretion. If the behavior continues, it could result in a player, coach, manager, parent or fan being ejected. **
18. Note: there is no 5-run rule in majors.

ANY RULE NOT COVERED ABOVE; REFER TO THE LITTLE LEAGUE BASEBALL RULE BOOK

Little League Pitch Count Rules (p 44 in 2019 Rulebook)

Any player on a regular season team may pitch. **Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less moves to the pitcher position and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch and maintain their eligibility to return to the catcher position, until any one of the following conditions occur:

- 1) That batter reaches base;
- 2) That batter is retired; or
- 3) The third out is made to complete the half-inning or the game.

League Age:

13-16 - 95 pitches per day

11-12 - 85 pitches per day

9-10 - 75 pitches per day

7-8 - 50 pitches per day

Exception: If a pitcher reaches the time limit imposed in Regulation VI(c) for his/her league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

Note: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch and maintain their eligibility to play the position of catcher for the remainder of that day until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

EXCEPTION:

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.