

HALF MOON BAY LITTLE LEAGUE BASEBALL
MAJORS DIVISION RULES
2008 SEASON

*The following is a summary of the local rules in the Majors division in Half Moon Bay Little League Baseball. A full explanation of all League rules can be found in the **Official Regulations and Playing Rules of Little League Baseball**.*

After the start of Daylight Savings Time (week of 24March2008), there will be 2 games per week (1 weekday and 1 Saturday) except when a doubleheader is played to make up a rainout, when 3 games may be played in a week.

All male players must be properly equipped with an athletic supporter and cup. Catchers must wear chest protector that covers the groin area. It is recommended that female players wear a soft cup.

Games are 6 innings long. If a game is shortened for weather or darkness, it is a regulation game if 4 innings have been completed and one team is winning or if the home team is ahead after 3 1/2 innings. If a game is called before it has become a regulation game and 1 or more innings have been played, it shall be resumed exactly where it left off. There is **NO TIME LIMIT** in the Majors division.

2 adult base coach (if a 3rd adult coach is in the dugout) OR 1 player base coach and 1 adult base coach OR 2 player base coaches are **REQUIRED**. There is a maximum of 3 adult manager/coaches allowed in the dugout during a game. **ONLY** players are allowed to warm up the pitcher either in the bullpen or between innings and he /she **MUST** wear a mask, throat protector and catcher's helmet combination (includes pre-game).

Each player on the team **MUST** play a minimum of 9 defensive outs per game at any combination of positions and complete 1 time at bat for a 6-inning game. Upon entering the game (as a starter or substitute) a player must play 6 consecutive defensive outs. If a game is shortened because of rain or the 10 run mercy rule those players who did not meet the requirement **MUST START** the next scheduled game and complete the minimum play requirement. Let's take an example: If the visiting team substitutes in the top of the 4th inning and the game ends after the top of the 4th inning because the home team is ahead by 10 or more runs, then those players who entered the game in the top of the 4th would have to start the next game and play 3 innings and bat once in the next game. Violations of these rules will result in a warning, then possible suspension of the Manager by the League's Board of Directors. It is recommended to track the defensive innings played in the substitution area of the scorebook.

Free substitution will be allowed as long as the above conditions are met.

Once a player takes the mound to warm-up and throws 1 warm-up pitch, he/she must pitch to the batter until that batter reaches base or is put out, or a runner is put out.

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Half Moon Bay Little League will observe the following pitch count limits and days of rest for pitchers.

# of Pitches	Rest Rules	
	Calendar Days	Games
1-20	0	-
21-40	1	-
41-60	2	1
>61	3	1
Pitcher Age	Max. # Pitches	
10	75	
11-12	85	

If a player throws one pitch in a game, he cannot play catcher position during the remainder of that game. A catcher can move to pitcher position, but cannot return to catcher position one he throws one pitch

The home team scorekeeper will keep the official pitch counts for each game. It is recommended that the visiting team scorekeeper reconcile with the home team scorekeeper inning by inning. Managers are required to document the official pitch counts after each game and provide them on the request of umpires or other managers prior to subsequent games. There is a pitch track form that is available for the Managers. Players who have pitched during a game may not pitch a 2nd time after another player has pitched.

Continuous batting lineups will be used in Half Moon Bay Little League. Continuous batting lineups are defined as all players participating in the game bat continuously; i.e. if there are 11 players in the dugout for a game then the batting order will be continuous and include all eleven players. If a player arrives after lineup cards have been submitted to the umpire and opposing team, he/she will be inserted at the end of the batting order.

If a batter throws a bat, he/she will receive a warning on the first occasion. On the second occasion, the manager will be notified that the player may not bat for the balance of the game. Minimum play requirement will be waived with regard to batting, if applicable. The batter and all runners will only be allowed to advance one base. If an out or outs are recorded on the play they stand.

There is no on-deck circle. Players may not take warm-up swings either inside or outside the dugout. Head-first sliding is not allowed to a runner while ADVANCING to a base, but is permitted on returning to a base.

The catcher or any other fielder may not block a base or home plate without POSSESSION of the ball. If contact occurs, OBSTRUCTION may be called on the defensive team. A fake tag is also considered OBSTRUCTION.

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Pitchers receive a maximum of 8 warm-up pitches between innings OR 1 minute, whichever is less. Have another player ready to warm-up your pitcher with a mask and helmet on until the catcher is ready between innings. If an emergency occurs (i.e. injury to a pitcher), the umpire can allow the new pitcher as much time as he sees fit for the new pitcher to warm-up.

Season champion will be determined by a postseason double-elimination tournament. Tournament seeding will be determined by regular season standings. Next season's draft order will be based on regular season standings.