

HALF MOON BAY LITTLE LEAGUE BASEBALL
MAJORS DIVISION LOCAL RULES
2020 SEASON

This document defines the Half Moon Bay Little League (HMBLL) Local Rules for the Majors Division. The Local Rules have been adopted by the HMBLL Board of Directors as additions to the rules and regulations contained within the Official Regulations and Playing Rules booklet published annually by Little League Baseball® (AKA The Green Book).

Game Duration There is no game time limit in Majors Division

Schedule After the start of Daylight Savings Time, 2 games per week (1 weekday and 1 Saturday) are scheduled except when a doubleheader is played to make up a rainout, potentially resulting in 3 games played in a week.

Roster **Size:** Teams have 12 player rosters.

Player Pool: Player Pool will be maintained per Regulation V(c).

Mandatory Play Every rostered player present at start of game will participate for minimum of nine defensive outs and bat at least one time. This rule is not in effect for late arrivals or early departures. See Regulation IV(i), Note 2 for Clarification.

Batting **Approved Bats:** Bats must meet USA Baseball Bat standard (USABat)

Continuous Batting: Majors Division uses continuous batting lineups. Continuous batting order is defined in Rule 4.04. See also 4.01.

Throwing Bats: A batter throwing a bat in a manner the umpire deems to be unsafe is issued a warning. A batter throwing a bat in an unsafe manner again in the same game, is not allowed to bat for the remainder of the game. If a batter becomes ineligible during an at-bat, the next batter in the lineup bats and assumes the ineligible batter's ball/strike count.

Pitching Majors Division observes the following **pitch count limits**. If a player reaches their soft count pitch count limit in the middle of an at-bat, they are permitted to complete the at-bat and then must be replaced by another pitcher. Penalty for not following HMBLL pitch count limits may result in the suspension of the manager for one game and possible forfeit of the game.

Date	# of Pitches (soft count)	Managers must enter pitch counts on the HMBLL website after each game. Refer to Little League Green Book for required days of rest
Preseason thru April 1	45	
April 2 thru April 28	60	
April 29 thru Tourney	75 (65 for 10-yr olds)	

Game Play **Dropped 3rd Strike:** per Rules 6.05(b)(2) and 6.09(b).

Mercy Rule 10-Run Rule per Rules 4.10(e). Games won by "mercy rule" are automatically reported to the Players' Agent via the HMBLL game score system for review by the Players' Agent. In the course of a team winning by "mercy rule," the Players' Agent will suspend for 1 game any manager or coach deemed to have encouraged players to continue to run the bases to "run up the score," or in an

otherwise unsportsmanlike manner.

Field Prep

The home team uses the dugout along the 3rd base line and prepares the field for play. The away team drags the infield after the game, and put's all field equipment away after the game.

**Postseason
Tournament**

Division champions are determined by a postseason double-elimination tournament. Tournament seeding is determined by regular season standings. All post season tournament play will be played under the Green Book tournament rules with the exception of pitch count limits, which will continue to be governed by our Local Rules Pitch Count section.

**Manager/
Coaches**

Hats: All managers and coaches will wear the league-provided hats during games.

Positive Coaching Alliance (PCA): All managers and at least two coaches must attend the PCA workshop provided by HMBLL. Managers that fail to attend the workshop forfeit all games until PCA certification is attained.

**Other
Resources**

For additional clarification on rules regarding field maintenance, safety, batting cages and snack bar duty, please see the following league publications:

- *STANDARD PROCEDURES*
- *SAFETY MANUAL*
- *BATTING CAGE PROCEDURES*
- *SNACK BAR DUTY*