

HHH Little League – Majors Division – Special Rules

These are the special rules of the **Major Division** as designated by the HHHLL. To provide consistency for the players, please follow them throughout the season. They should be shared with coaches and parents, so everyone is fully aware. While the players are getting older, the emphasis is still on teaching and having fun. The rules have been designed to assure that. They should be followed as written.

Manager and Coaches – Only 3 adults, the manager and 2 coaches, will be allowed inside the fenced area. All adults invited inside the fenced area by the manager must have completed and filed a volunteer form with the HHHLL. Adult assignments are as follows:

When your team is at bat....

- One adult in the dugout always.
- One adult coaching first base. A player may also coach first base.
- One adult coaching third base.

When your team is in the field....

- All adult coaches must remain off the playing field and in the dugout.

***** No adult on the field should interfere with a playable ball in any way!**

Lineup

- All players that come to the game should be included in the lineup.
- Late arrivals to the field should be added to the end of the existing lineup and the opposing manager should be told of the addition.

Batting

- An at bat is dictated by a regular count of 4 balls and 3 strikes.
- An inning ends when 3 outs are made.
- Bunting is permitted.
- The bat can have a diameter of 2 5/8 inches.
- An on-deck batter is permitted.

Bat Information – USA Bat Logo or BBCOR

In all Tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06 (d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:

- i. The batter is out (**NOTE:** The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and.
- ii. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

Baserunning

- Base runners can take as many bases as they can on overthrows until the time the ball is back in the infield and the umpire grants time. Time is not OUT until the Umpire GRANTS it, regardless of if any player, coach has asked for time out.
- Runners on first and third, a throw down to second on a steal the man on third can run home on the throw down to second base.
- No base is guaranteed on an overthrow; the runners must get to the extra base safely to achieve it.
- Players may not attempt to steal after the ball has been attempted to be returned to the pitcher. NO DELAYED STEALS!
- A Base Runner must AVOID CONTACT, this does not mean a base runner must slide it means he MUST AVOID CONTACT unless he will be called out.
- Base runners will be permitted to lead off in the 50-70 division (requiring pitchers to hold runners on base)
- Head-first sliding is permitted.

Defensive Positions

- A maximum of 9 players should be on the field.
- Every player must be given the opportunity to play both outfield and infield during a game. No player remains at the same position for the entire game (exception: Starting Pitcher).
- Every player must play an infield position during the game for one full inning. If the player has not played an infield position for one full inning by the fourth inning, he must have sat at least once in the first four innings and must have played infield by the fifth inning. The starting pitcher must sit out a full inning upon being removed from the pitching mound if it is consistent with the need for the starting pitcher to sit out if necessary. **No player can sit twice before every player has sat once.**
- **PENALTY FOR ABOVE: 1st Offense – 1 Game Manager Suspension, 2nd Offense – 3 Game Manager Suspension, 3rd Offense – Manager Is Suspended for Year**

Pitching

- See separate pitching rules.
- Pitching Threshold Rule MUST be announced prior to batter's first pitch.
- **PENALTIES FOR PITCHING RULE VIOLATIONS:**
 - 1st Offense – Manager Suspension for 2 Games.
 - 2nd Offense – Game Forfeit & Manager Suspension for Remainder of Season
- A pitcher must be removed from the pitching position immediately if they hit 2 batters in an inning OR 3 batters in their pitching appearance.
- A pitcher must be removed from the pitching position immediately if the manager visits the pitcher or catcher 3 times in an inning OR 4 times during a pitcher's appearance.
- There are no balks.

Other Rules

- Any call made by the official umpire stands and should not be argued. Always carry these rules with you and go over items of concern with the umpires before the game.

- The umpire will grant time out. Teach your players to call time out when they are able.
- No Infield Fly Rule.
- No Drop Third Strike.
- You must have eight (8) players to start & finish a game unless you will forfeit the game.
- You may borrow players from the Minors 11, Majors division to avoid a forfeit situation only. Borrowed players cannot pitch, catch, or play any infield position. He must play the outfield & must bat last in the batting order.
- Speed Up Rule – You can run for the Pitcher and or Catcher at any time during an inning. The last batted out must be the pinch runner.
- Time of Game - A full game is 7 innings. However, no inning will start after 1 hour and fifty minutes of play is completed.
Time is marked by the third out of the defensive team.
- Official Game - A game shall be considered official at the completion of 4 innings, or 3 ½ innings if the home team is ahead, or 1 hour and fifty minutes of play, or when the “Mercy” Run Rule applies.

“Mercy” Run Rule

If a team is 15 or more runs ahead after the opposing team has had 4 innings at bat, or 10 or more runs ahead after five innings at bat, the game is concluded at that point with the leading team the winner.