

Major Division

The 2009 edition of the Official Regulations and Playing Rules For All Divisions of Little League Baseball will be followed and should be consulted for more details and other rules that apply. Item below are highlights of some of the rules that apply to this age group but they are not all inclusive. Until we receive the 2010 rules we will use 2009 with the exception of pitching.

- **Playing Time**
 - Every player on the team roster will participate in the game for a minimum of 9 defensive outs and bat at least one time (Section IV (i) page 32).
 - The player may enter and/or re-enter defensively anytime during the game provided that the mandatory play requirements are met (Section 4.04 page 59).
 - Rostered players who arrive at the game site after a game begins may be inserted in the line-up, if the manager so chooses. (Section 4.01 (d) page 59)
- **Pitching**
 - Any player on the team roster may pitch (Section VI (a) page 34).
 - A player once removed as a pitcher may not pitch again the same game (Section VI (b) page 34).
 - The manager must remove the pitcher when said pitcher reaches 85 pitches (75 pitches if the player is Little League age 10) but the pitcher may remain in the game at another position.
 - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (Section VI (c) page 34).
 - Pitchers must adhere to the following rest requirements (Section VI (d) Option 1 page 35):

66 OR MORE	PITCHES IN A DAY	4 CALENDER DAYS OF REST
51 TO 65	PITCHES IN A DAY	3 CALENDER DAYS OF REST
• O 50	PITCHES IN A DAY	2 CALENDER DAYS OF REST
21 TO 35	PITCHES IN A DAY	1 CALENDER DAY OF REST
1 TO 20	PITCHES IN A DAY	NO CALENDER DAYS OF REST

- Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- **Batting**
 - Teams will have a 10-player batting order.
 - The on-deck position is not permitted (Section 1.08)
 - Each player is required to bat in his/her respective spot in the batting order.
- **Game procedures**
 - A regulation game consists of 6 innings (Section 4.10 (a) page 61).
 - If after four innings or three and half innings if the home team is ahead, one team has a lead of 10 runs or more, the game is complete and shall end (Section 4.10 (e) page 61).
 - At the beginning of each inning, the pitcher shall be permitted to pitch no more than 8 preparatory pitches. Such preparatory pitches shall not consume more than one

minute of time (Section 8.03 page 81).

- Tie games halted due to weather or curfew shall be resumed from the exact point at which they were halted in the original game. (Section 4.12 page 61). It can be completed preceding the next scheduled game between the same teams.
 - Curfew: From April 24, 2010 to May 30, 2010 no new inning will begin after 7:20 pm. From June 1, 2010 to the end of the of the season no new inning will begin after 7:45
 - A game may not be continued with less than 9 players on each team. (Section 4.16 page 64) If a team does not have 9 players to begin the game, a player from the opposing team will be offered providing they have at least 10 players. If the opposing team only has 9 players the game will result in a forfeit. If a player arrives late for the team with less than 9 players, the offered player will return to his original team.
 - Players may be used as first base coaches, they shall wear a helmet.
- **Make-Up Games**
 - Make up games **MUST** be played during the home team's next scheduled practice time. If this presents a conflict it may be played during the visitors next scheduled practice time. In any event make-up games must be scheduled as soon as possible.
 - Once the game is scheduled notify the division director to schedule umpires for the game.