

RLL Majors Local Rules and Notes 2024

We are governed by Little League International baseball rules. Get the free app!

WIFI password at All Fields: 19541969

Game Day Responsibilities

Visitor Team

1. Official Scorer
2. Pitch Count
3. Clean up and Empty Trash

Home Team

- Field pre & post preparation (weekends or when field is not prepped)
- Clean up and Empty Trash

Game Procedures:

WARM UPS BEFORE GAMES

- Home team gets the field for 10 minutes starting 25 minutes prior to start of game.
- Visiting team gets the field for 10 minutes starting 15 minutes prior to start of game.
- 5 minutes prior to start of game, field is cleared and umpire covers ground rules with both managers
- All of above predicated on time being available for warm-ups. If games are running late, on field warm ups will be limited or eliminated completely to keep game on schedule
- Batting cages may be used prior to a game only if there is no game in progress. If teams arrive early and wish to use cage, it should be shared equally.

Umpire payments in cash by HOME TEAM - \$65 per game. Please note the following:

- Assigned umpires must receive a phone call prior to leaving their homes for the site of the game or a full game fee is due each of the umpires. (The old rule of 2 hours is not strictly enforced but remains a good guide in decision-making.)
- If the assigned umpires arrive at the field and no teams are there due to weather conditions (rain, lightning, etc.) and provided that the commissioner and the assigned umpires were not called prior to the start of the game, the game fee is still due to the umpires.
- Umpires phone numbers are provided for each game on umpire website: <http://www.Arbitersports.com/>

Please review 2024 rule book Rule section 3.00 for Game Preliminaries. Starts on page 80.

Rainouts – when in doubt, HOME TEAM makes the call.

In the event of bad weather, it is your responsibility to contact umpires, concessions and reschedule games.

- Umpire phone numbers are available via the website listed above. The Division Director will send the managers for each game the umpire assignments for the week including their phone numbers.
- **Concessions need to be contacted....work in progress...Amy Pflaum/Lynn Leritz**
- All Rainouts must be rescheduled through Casey Hutchings (scheduling@ridgefieldlittleleague.org) to the next available time/field.

No more than 3 Coaches per team in the dugout including the manager. No children, other than the players, are allowed in the dugout.

If a player is employed as first base coach, they must wear a helmet.

Both Teams clean up!!!! Clean up dugouts and empty all garbage pails after every game.

Updating Web Site with pitch counts and Game Score

*****VERY IMPORTANT! Managers – go over final pitch counts at the end of each game*****

Winning manager updates the web site with the pitch count information for both teams and game results. This should be done the same day as the completion of the game. You can do this right on the website with your mobile device. Once a pitch is thrown, if a game is suspended or cancelled due to darkness or weather, the pitch counts still need to be entered.

Instructions:

1. go to www.ridgefieldlittleleague.org
2. to log in, using the user and password you used for registration.

All Players Bat!

- If a player or players must leave the game (injury, religious reasons, etc.). That lineup is reduced to match the number of players remaining, without penalty (i.e., no automatic outs).
- An injured player may return to their original spot in the lineup if fully recovered.
- Free substitutions are allowed in the field for all positions at any time except for pitcher and catcher that must adhere to specific rules.

Pitching Rules

A pitcher is limited to 85 pitches per game, excluding warm-ups.

The pitch counter for a game must notify the manager when a player is at 75 pitches.

If the 85 maximum is reached during an at bat, the pitcher may finish pitching to that batter and then must be removed

Note: *****10 year olds are limited to 75 pitches per day.**

Pitchers of league age 12 and under must adhere to the following rest requirements:

- 66 or more pitches in a day, four (4) calendar days of rest and a game must be observed*. (see note below)
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest
- 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 day of rest
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Note: Under NO circumstances shall a player pitch in 3 consecutive days!

A pitcher who delivers 41 pitches CANNOT be a catcher in the same game.

A pitcher, once removed from the mound, cannot return as pitcher.

A catcher is ineligible to pitch when having caught into a 4th inning (Any pitches more than 3 innings) on that calendar day.

Dropped 3rd Strike (rule 6.05(b)(2), page 96)

(b) Little League (Majors)/Junior/Senior/Big League –

A batter is out when-

- (1) a third strike is legally caught by the catcher;

- (2) a third strike is not caught by the catcher when first base is occupied before two are out.

By this logic, we assume a runner can advance to 1st on a dropped third strike when first base is unoccupied with less than 2 outs. As well, with 2 outs, a dropped 3rd strike would result in a play on the batter regardless of whether first base is occupied.

Minimum Play

- Each player in attendance at any RLL Major's game is required to play a minimum three innings in the field and be part of a continuous batting order each game. Three innings means eighteen outs, including those outs which would have been played had the winning team completed its final turn at bat (e.g. including the un-played three outs in the bottom of the sixth when the winning team does not bat).
- In the event that a player does not play three innings and take at least one turn at bat as the result of inadequate length of game, that player will start the next game and play until they have completed three innings from the prior game, as well as play the required three innings for that game as well.
- Exceptions are allowed only if a player is ill and cannot play, or as a result of being disciplined by his/her manager. In the latter case, the manager will report the situation in writing to the league President within three days or 72 hours of such disciplinary action.
- Any manager's failure to carry out this policy will be grounds for disciplinary action or suspension of the manager by the Board of Directors. Failure to comply with this rule shall not be the basis for protesting a game.

Game Protest

Please review the rules as set forth in the Little League Rulebook, Section 4.19

Temper Tantrums – poor sportsmanship

There will be little tolerance for displays of poor sportsmanship on the field by you, your coaches, or players. Equally parental bad behavior will not be condoned. You represent the league and you set an example for your players. You are also responsible for your bench and side of the field. Please address poor player or parental behavior immediately. They follow your lead. RLL will not hesitate to

address and remove bad actors. Managerial assignments are year-to-year and not guaranteed.

Pool Players

1. Pool players will be assigned from the top 16 players from the AAA division. Four pool players will be assigned to sets of 2 teams. In a situation where you have less than 9 players for a game please make all efforts to include your pool players on a rotating basis.
2. You must start a game with 8 players. You can play a game with 7 players after a game has started.
3. You have the **option to request** a Pool Player if you know you will only have 9 players exactly to start a game. If you opt to request a pool player, all rules apply, even if you have your 9 players for the entire game.
4. The pool player **must play**, even it turns out that the team has its needed number of players.
5. *****The pool player must bat last in the lineup and can only play left or right field. In corner cases a pool players can be used to pitch if a team has no other options.**

No Slash bunting

No player may fake a bunt, and then swing away. If a batter fakes a bunt and then swings at the pitch, that batter is automatically out, whether or not he makes contact with the ball on the swing. The ball is dead, and all runners will return to the base they occupied before the pitch.