



Stoughton Area Little League

MAJOR LEAGUE RULES

1. The purpose of the Major League is to learn to enjoy baseball in a safe, fun and positive atmosphere. Coaches should promote sportsmanship and teamwork Under no circumstances are coaches, players or spectators allowed to argue with an umpire. This is the responsibility of the coaching staff!
2. Games are 6 innings. No new inning may start after 90 minutes. A new inning is considered started after the third out of the home team is registered. The home-plate umpire is the official timekeeper.
3. Games that are tied after 6 innings may play extra innings provided that time limit has not expired. No new extra inning may start after the time limit.
4. Games that are tied after the time limit shall end in a tie.
5. A half inning is completed when the third out is recorded on the field.
6. All players in attendance will be included in the batting order
7. Each player must play 6 defensive outs, per game.
8. There is free substitution, except for pitchers. Once a pitcher is removed from pitching, they cannot return to pitch in that game.
9. Nine players are to be used on defense. Eight players are required to play a game.
10. Each pitcher may pitch a maximum of 2 innings per game. Delivery of a single pitch constitutes having pitched an inning.
- 11. Each pitcher may pitch a maximum of 3 innings per week.**
12. Each team is limited to 3 full innings pitched by 12 year old players, per 6 inning game.
13. Warm ups between innings are limited to 5 pitches, or 1 minute. Emergency pitching changes warrant more prep pitches, at the umpire's discretion.
14. No balks will be called. Batters may not advance to 1st base on a dropped third strike.
15. There is one free mound visit per pitcher, per inning. The pitcher must be removed at the second mound visit.
16. Runners may not lead off base until the ball reaches the batter. Any runner leaving early will be called out.
17. Runners may steal second or third base, leaving after the ball has reached home plate
18. Overthrown balls on steal attempts are live. Runners may advance at their own risk and may only score if overthrown on steal attempt to third.
19. Scoring on a double steal is illegal, no exceptions.
20. Runners may NOT advance when a ball is being returned to the pitcher by the catcher, even if the ball is dropped or overthrown, except during a steal attempt.
21. Head first slides are not allowed. Runners must avoid contact with fielders, runners that initiate contact, or slide head first will be called out.
22. There is a 10 run rule in effect. If after 4 innings (3.5 for the home team) a team is ahead by 10 runs or more, that team is declared the winner.
23. No metal spikes. Players must wear long pants and male players must wear protective cups. Catchers must use a catcher's mitt.
24. In the spirit of participation, intentional walks are not allowed during League Play.