

## 2019 F-MAJOR LEAGUE SPECIFIC LEAGUE RULES

1. F-Major games will be six (6) innings unless shortened by darkness, weather, field conditions or time limit. If shortened by darkness, weather, or field conditions and less than four (4) innings have been completed; the game will be resumed from the point of suspension. If four (4) innings are completed, the umpire-in-chief will determine when it is too dark to play. Any player on the team roster who was absent at the suspended game, may play in the continuation game and will be added at the end of the batting order. The absent player may not pitch or catch during the continuation game.
  - a. Bench Time: If a team has ten (10) players; six (6) different players must sit out defensively. If a team has eleven or more players; each player must sit out at least once defensively over the expected 6 innings. This will be monitored.
  - b. Player Rotation: Every player must play at least one infield position by the 4th inning; The pitcher and catcher is considered an infield position in this division!
2. No new innings can begin after 2 hours from the start time of the game as determined in the coaches meeting with umpire(s) just prior to the game. New inning begins when 3rd out (of the bottom half of the preceding inning) is recorded.
  - a. At Troy Complex (Knoop); No new inning after 8:15 PM during the school year. There is no time limit on Saturday or Sunday. There is no time limit during the summer with daylight permitting. A park official or umpire will determine darkness. Rule applies for rain delay start as well.
  - b. Only exception is that a game can continue if it is tied. No game can end in a tie.
3. All players (male) must wear an athletic supporter at minimum to play. All catchers (male) must also wear a hard cup. This includes all non-adults warming up a pitcher.
4. All teams must have eight (8) players to start and end a game. There is no penalty for playing shorthanded due to injury, ejection, or lack of participation. Players can be added as they become available.
5. Fifty-two (52) feet is the distance from the front edge of the pitcher's rubber to the back apex of home plate.
6. Seventy-two (72) feet is the outer edge of all bases. This means that it shall be seventy-two (72) feet from the back of home plate to the outer edge of first base and third base. It shall also be seventy-two (72) feet from the center of second base to the outer edge of first and third base.

## 7. PITCHING RULES

The following are the pitching rules including play-off games and make-up games. These pitch count rules are adopted by The Little League Baseball Association. These rules must be strictly adhered to for the safety of every pitcher.

Pitches Thrown \ Current Day	SUN	Mon	Tues	Wed	Thurs	Fri	SAT
1-20	Mon	Tues	Wed	Thurs	Fri	SAT	SUN
21-35	Tues	Wed	Thurs	Fri	SAT	SUN	Mon
36-50	Wed	Thurs	Fri	SAT	SUN	Mon	Tues
51-66	Thurs	Fri	SAT	SUN	Mon	Tues	Wed
>66	Fri	SAT	SUN	Mon	Tues	Wed	Thurs

- a. If a player pitches 1-20 pitches (0) days of rest.
  - b. If a player pitches 21-35 pitches in a day (1) Calendar day rest.
  - c. If a player pitches 36-50 pitches (2) calendar days rest.
  - d. If a player pitches 51-66 max pitches (3) calendar days rest.
  - e. No pitcher may go over 66 pitches in any one day. The pitcher can finish the batter (up to 5 pitches.)
  - f. The HOME team must keep track of pitchers count. The visitor's book must match when scorekeepers confer in between innings.  
Warm-Up pitches DO NOT count towards a players game pitch count.
  - g. No pitcher may return to the game as a PITCHER once relieved from pitching.  
**PENALTY:** VIOLATION OF PITCHING RULES MAY CONSTITUTE FORFEITURE.
8. The balk rule will be enforced. Every pitcher will be given one (1) warning on the first balk occurrence. Ball becomes dead. Runners may not advance. Runners cannot be picked off. Umpire shall instruct the COACH of the infraction.
  9. Base runners may lead-off.
  10. The infield fly rule will be enforced.
  11. There will be a 7 run scoring limit per team for each of the first 3 innings. From the 4th inning until completion of the game, there will be no limit to runs scored per inning.
  12. Run Rule: Twelve (12) runs or more after 4th inning or 3 ½ innings if the home team is winning by 12 or more runs. The umpire will declare the game over and declare the team leading as the winner.
  13. TIME RULES FOR EVENING DOUBLE HEADERS – 2 hour time limit per game unless extra innings are needed. No ties will be recorded.

a. FIRST GAME

- i) Will begin at 6:00 p.m.
- ii) No inning will start after 8:00 p.m.

b. SECOND GAME

- i) Will start at 8:15 p.m. (or within 15 minutes from completion of first game).
- ii) No inning shall begin after two (2) hours from starting time.
- iii) No game will start after 9:00 p.m.

c. STARTING TIMES

- i) Starting times for all games will be recorded in each scorebook and signed by the umpire.

14. If flex scheduling is used, rain make-ups will not be rescheduled until a team will play less than the minimum. Make-ups games will be determined by the Commissioner. Although not the intent, a team may play less than the minimum. Also, the Commissioner has the discretion to reschedule any games that impact 1st or 2nd place.
15. Substitution players: Substitution players must play for TCJB, TJB, Bethel, Piqua, Troy Christian or Vandalia in a lower league. All subs must be approved by the Commissioner of TCJB and/or TJB.
16. Lice and Ringworm-players cannot play or be at the fields if they have head lice or ringworm. Players must present a doctor's note to their coach upon their return to play. Suggestion: Purchase your own batting helmet if you can, to reduce the risk of lice.
17. The respective Commissioner has final say and interpretation on all rules. The respective Commissioner ultimately has full discretion. (Jay Vernau for the American League & Sam Noffsinger or Norman May for National League.) If neither is available, a Board Member from the respective home park will review the matter.