

**Cedar Mill Little League**  
**Baseball Majors Rules**  
**Last Revised: February, 2010**

Cedar Mill Little League Majors Division will follow National Little League rules as specified in the Rules Book provided each Manager. Notable rules and exceptions are noted below.

1. Games shall last six innings.
2. Any inning started within one (1) hour and forty-five (45) minutes from the scheduled game start time must be completed. No inning may start after 1 hour and 45 minutes from the scheduled start time. Game time is limited to two hours and 15 minutes from the scheduled game time (if you start late, you're cutting into game time). If the inning in process has not been completed (even if you're one strike away), revert back to the previous inning's score to determine a winner. Time limits may be waived for playoff games.
3. A complete game is four innings. If the home team is leading in the bottom half of the fourth inning, the game is considered complete.
4. The "Ten Run Rule" will be followed per the LL Rule Book with **ONE EXCEPTION** – the rule will apply after FIVE innings are completed (or 4½ innings should the home team be winning by ten or more runs)
5. Eight (8) players on a team are the minimum for the game to be played. You may not borrow opposing team's players.
6. 2010 Little League Baseball Regular Season and Tournament Pitching Rules for pitchers league age 12 and under are printed below for your reference.
  - a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - b. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - d. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
  - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
7. Warm-ups for Pitchers -> Keep the game moving
  - a. A new pitcher entering the game gets eight warm-up pitches
  - b. A returning pitcher gets five warm-up pitches at the start of each inning
  - c. The umpire has the discretion to start a new half-inning after three minutes of the turnover (3<sup>rd</sup> out) regardless if the pitcher has not completed his maximum warm-up pitches allowed
8. Pitchers removed may not re-enter a game as a pitcher.
9. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
10. Bat the roster. All players will bat whether they are in the game defensively or not.
11. Managers, coaches, and players (with batting helmet on) may coach the bases.

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12. The manager and coach are responsible for players and fan behavior toward other teams' players and the umpires
13. Dropped third strikes: Batter is out and may not advance to first. Ball is live and all other runners may advance at their own risk.
14. Bunting is allowed. Check or slash bunting is not allowed due to safety reasons.
15. Balks will be called after each pitcher receives one warning from the umpire. Balks will count against the pitcher's pitch count.
16. Stealing of second, third and home is allowed. Runner may not leave until after the ball crosses home plate. A runner who leaves early is not declared out but is asked to return to the base of origin (as per L.L. rules). See L.L. rulebook for details.
17. Per little league rules, umpires will enforce the infield fly rule.
18. Rainouts may be made up. It is both managers' responsibility to secure a field and time through their Coordinator. The Coordinator will arrange for an umpire(s).
19. Managers can go to the mound to consult with the pitcher once they have received permission from the home plate umpire. Three visits per pitcher per game (pitcher must be replaced at third visit) and two visits per pitcher per inning (pitcher must be replaced at two visit within one inning) are allowed.
20. The home team is responsible for entering the game's score and pitch counts for all pitchers. This is to be completed on CMLL's website within one day of the game's completion.
21. Home team occupy first base dugout, Visitors occupy third base dugout.
22. Home team to provide two game balls to home plate umpire prior to game.