

# RIVIERA LITTLE LEAGUE 2019 MAJOR DIVISION RULES

## A. Philosophy

The Major Division is Riviera Little League's highest level of competitive baseball, including League standings, playoffs and All-Star selection. It is the responsibility of managers and coaches to balance competition with fairness, learning, sportsmanship and fun, so that all players are likely to continue playing baseball and participating in athletics in general.

## B. Rules

### 1. Pitching –

- a. The pitching distance will be 46 feet from the pitching rubber to home plate.
- b. All Little League pitch-count rules shall be observed.
- c. A pitcher who is removed cannot return to pitch in the same game.
- d. The first inning a player pitches in a game, he/she is allowed up to eight warm-up pitches. Each subsequent inning, that same pitcher is allowed five warm-up pitches.
- e. Any player warming up a pitcher must wear a catcher's mask/helmet.
- f. **After the second half of the schedule, if a pitcher makes more than the 35-pitch threshold in a game, he must get one game rest similar to playoff rules.**

2. **Batting** – The entire team will bat in rotation until three (3) outs are made. IF a player is removed from the batting order for any reason an out shall be immediately recorded for the player's at bat (one time only, not every time through the order). Less than 9 players see Rule 11: Forfeit.

3. **Field sizing** – The season will be played at 46/60.

4. **Stealing of Home** - Is permitted.

5. **Bunting** – Bunting is allowed.

6. **Player Rotation** – Each player shall play a minimum of nine (9) defensive outs per game. **All infield player changes must be reported to the official scorekeepers.** No player shall sit a second inning until every player has sat at least one inning with the exception of the starting pitcher (as long as he remains in the game on the mound- once removed from the game the pitcher will sit out his/her turn the next full inning prior to anyone sitting two innings), or injury which results in the player exiting the game. No player shall sit a third inning until every player has sat at least two innings, with the exception of the starting pitcher as described above.

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- a. Penalties for failure to follow this participation rule are:
  - i. **First Offense:** Written warning issued to the manager. The player shall start the next game and play the entire game defensively to make up for the previously denied playing time. The player who did not sit must also be the first player to sit once and if applicable twice.
  - ii. **Second Offense:** The manager shall be suspended for one game and at the discretion of the Board of Directors, removed for the remainder of the season and denied any chance of managing or coaching in any post-season activities. The player's playing time shall be made up in the same manner as stated above.
  - iii. During playoffs there is **NO** circumvention of the player rotation rules, period.
7. **On – Deck Batter** – As in all divisions of Little League Baseball, an on – deck batter is not permitted.
8. **Sliding** – A runner must avoid contact at any base where a play is being made or likely to be made. As in all divisions of Little League Baseball, headfirst sliding is not allowed, except when a player is attempting to *return* to the base.
9. **Coaches** - A team shall have no more than **three adults allowed on the field** once the game starts. There must be one adult coach in the dugout at all times. Unless coaching a base, all adult coaches must be in the dugout. All adults in direct contact with players either in game or practice must be background checked by Riviera Little League. Violations of this rule will result in manager/coach suspension and/or removal at the discretion of the President.
10. **Base Coaches** – The team at bat must have an adult manager or coach as the first base and third base coach. A player may co-coach one of the two bases. The player must wear a batting helmet while base coaching.
11. **Forfeit** – If a team does not have eight (8) players on the field, ready to play at game time (refer to the umpire's watch), the game will be forfeited by that team.
  - a. In the event that one or both teams have less than nine (9) players, the following will occur:

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- i. A team may play a game with 8 players however an out will be recorded for the missing batter for every missed at bat in that spot in the order. If any team has less than 8 players at in any point in the game, they will forfeit the game.
    - ii. If eight defensive players are on the field, the last out on the offensive team will play in the outfield closest to their dugout. At the start of the game, the player chosen will be the last player in the batting rotation.
  
  - b. In the event that one or both teams have less than 9 players and a **District 27 umpire crew** is officiating; the following will occur.
    - i. The manager will replace a missing player from another team. The replacement player must be equal in ability and be approved by the opposing manager and Division Player Agent.
- 12. Protests** – All protests will be reviewed and ruled on by the RLL Protest Committee and also reviewed by District 27 where appropriate.
- 13. Scorekeeping** – Only the home team’s scorekeeper will be recognized as official.
- 14. Uniforms** - Teams must wear uniforms provided by RLL (i.e. jersey w/LLI Patch, hat, belt and socks) at all RLL games, unless specifically approved by the RLL Board of Directors. Managers cannot force, encourage or circumvent league issued apparel by directing or encouraging parents or players to purchase other than league provided items (jersey, hats, belts and socks). Only a player’s last name can be put on the player’s jersey – no first names or nicknames are acceptable.
- 15. Conduct** – All players, managers and coaches are expected to conduct themselves in a positive manner at all times. Any manager, coach or player who uses offensive language, argues with the umpire, or conducts him/herself in an unsportsmanlike manner, may be ejected from the game. If this occurs, the individual in question is subject to the penalties imposed by the Manager’s Contract. If the individual is a coach and not a manager, the Board of Directors shall determine and impose a penalty.
- 16. Safety** – Do not allow players to play with bats while in the dugout. Put a stop to “horseplay” before someone gets hurt. The manager is required to have player medical release forms for his team at all practices and games. The manager must have a “Dugout Coach”.

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- 17. Injuries** – Any player leaving a game as a result of an injury **MUST** have an incident and injury report filed with RLL’s Safety Officer. The player’s manager will be responsible to oversee that this happens at the conclusion of that game. Any player leaving the game due to injury will not be allowed to re-enter that game. When a player leaving causes the roster to drop below 8 players the forfeit rules will apply. If the injured player reaches a base, then a pinch runner will be allowed. The team will substitute with the player that made the last out.
- 18. Game Length** – The game length will be six (6) innings or no new inning after 110 minutes. All innings started must be completed. If there is a 10-run differential after the 4<sup>th</sup> inning a mercy rule will end the game.
- 19. Games Ended by Rain, etc.** - If a game is called due to rain, the score will revert back to the last inning completed. If three innings are not complete, the game shall be declared void. Incomplete games may be rescheduled but not guaranteed.
- 20. Playoff Rules** - All Little League and Riviera Major Division regular season rules are in effect. The Major Division shall play a playoff system to determine a division champion. The regular season standings determine the seeds for playoffs.
- a. In the event of ties the following tiebreakers shall apply:
    - i. Team with the better head-to-head record shall be the higher seeded team.
    - ii. If still tied, then the team with higher run total head-to-head shall be the higher seeded team.
    - iii. If still tied, then a coin flip will determine the higher seed.

**Updated 2/23/19**