

2009 MAJORS DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters
San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Majors Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the Player Agent and League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the a player.
2. Each player shall play a minimum of nine defensive outs. Teams will bat their entire roster of players consecutively throughout the game. Players arriving late must be placed last in the batting order (Regulation IV (i) and Rules 3.03 and 4.04).

A violation of this local modification cannot result in a protest. If the violation resulted solely because the game ended before six (6) complete innings, compliance is excused and there is no violation or penalty. If the violation resulted from intentional or negligent disregard of this regulation by the manager, the affected player shall start the next game and the manager shall be disciplined in the manner provided in Regulation IV (i).

3. A manager or coach may NO LONGER warm up a pitcher at any time in the bullpen. At home plate; between innings when the catcher cannot be immediately ready to take warm-up throws, the opposing team’s catcher will remain to warm-up the pitcher (Rule 3.09).
4. A team may have a total of three (3) adults in the dugout area (Rule 4.05 Paragraph (1)).
5. No new inning shall start after two hours (2:00) from the start of the game and there will be a drop dead time of two hours and fifteen minutes (2:15). (Rule 4.10 (a)) Lights on Field #1 must be off at 9:00pm. All games must end at or before 8:45pm.
6. The ten run rule shall not apply to any game (Rule 4.10 (e)).
7. A maximum of one (1) offensive time out is allowed per inning (Rule 5.10 (d)).
8. No balks will be called (Rule 8.05).

NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. National Little League has adopted the following:
 - No on-deck circles will be allowed on Little League fields
 - No head first slides (unless diving back to a base).

(Rev 4/21/09)