

WOODLAND LITTLE LEAGUE

MAJORS

DIVISION RULES

OBJECTIVE OF LEAGUE:

The objective of the Majors league is to provide a competitive atmosphere while keeping score. The managers and coaches can spend time **fine tuning the fundamentals** of baseball that their players learned in the younger leagues and **teach** them some fundamentals that they need for this level. There is winning and losing at this level, although that is not what is important.

Success in this league can only be measured by how well each and **EVERY** player progresses throughout the season. The most important aspect of your season will be to get your players ready for the next level of play the following season.

Also as important, is the matter of **GOOD SPORTSMANSHIP**. Players should be taught the meaning of good sportsmanship. Set an example by the way you behave and conduct yourself on and off the field (Your players will react the same way they see you and your coaches react). In this league there is no reason for managers and coaches to argue with umpires or amongst themselves, but if something should arise take it off to the side and discuss it like adults in a private manner. Sportsmanship does not only take place inside the foul lines, but the behavior of your parents is also a key ingredient on how your player will respond to you and your staff. By keeping everyone informed and up to speed with your style of coaching and your expectations for your players, your season should go smoothly.

The rules for the Majors baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

A. Majors

1. Pitching and Batting

- a. Pitching – WLL will follow the Little League International Green Book.
- b. The “dropped third strike” rule will be in effect and will follow the Little League International Green Book.
- c. Teams will utilize a continuous batting order
- d. An inning is 5 runs or 3 outs. The seventh inning is considered an open inning where teams can score an unlimited number of runs prior to reaching 3 outs.
- e. Two adult base coaches will be permitted.
- f. **Intentional Walks:**
 - I. Can be requested prior to or during an at bat. Defensive manager must call time and inform umpire of request. The ball is dead. Appropriate # of balls needed to walk the batter is added to pitch count.
 - II. A player may only be intentionally walked once per game. This would not restrict a team from throwing 4 balls outside of the strike zone at another time during the game.

2. Duration of Game

- a. Each game will be a maximum 6 innings
- b. No new inning will begin after 1 hour and 25 minutes, unless playing off a tie game
- c. No game will last more than 1 hour and 55 minutes. Any game reaching this allotted time shall be terminated at once. If an inning is not completed before 1 hour and 55 minutes, the score will revert to the last completed inning to determine the game result.
- d. A game must complete 4 innings to be considered a regulation game. If the home team is ahead after 3 1/2 innings and either time has expired, or the mercy rule is in effect then that game shall be considered a regulation game. Note: if a game reaches the "no new inning" time limit and cannot be mathematically won (due to the 5 run rule) then the game must terminate at once (even if the home team had not received their at bats in the bottom half of the inning). This rule is to ensure that needless pitches are not thrown. This rule only applies if 4 innings have been completed.
- I. Run Rule: 15 runs after 3 inn, 10 runs after 4 inn, 8 runs after 5 inn

3. Base running

- a. Players are allowed to slide into any base or home plate provided it is NOT head-first. Players may dive head-first **back** to the base from which they came.
- b. The orange (safety) bag at first base **will not** be utilized. Only the standard white first base bag will be in use.

4. Players and Player Requirements

- a. Each team is allowed 9 defensive players on the field.
- b. Each player attending any game shall be in the batting order.
- c. Teams are allowed to make free substitutions, at the top or bottom of each inning. Players that sit the previous inning shall play in the field the next inning.
- d. Each player attending a game shall play at least 3 defensive innings per complete game. (Complete games are considered 6 innings). Games that are 5 innings or less, players need to play 2 innings. Any player that does not receive their minimum playing time will start and play the entire next game.

League Rules

- a. You may not start, nor continue a game with less than 8 players (See Green Book Sections 4.16 and 4.17). The Player agent will make every effort to find a replacement player prior to the game.
- b. If anyone is ejected from a game it is a minimum one (1) game suspension (Extra game).
- c. Any request for disciplinary action against a player must be in writing to the Player Agent before it will be looked at by the Disciplinary Committee.
- d. The Home Team is responsible for picking up the game balls, turning on/off the lights, putting the bases away and securing the equipment box after the game; unlocking/locking the gate on their side and staying after the game until the snack bar help leaves (if last game of the night)
- e. The Visiting Team is responsible for unlocking/locking the gate on their side and putting out the bases.
- f. Both teams must get their pitching affidavits back after the game.

Safety Rules

- a) All players must wear a helmet whenever they have a bat in their hands.
- b) No warming up with bats or baseballs outside the fence.
- c) No more than 3 adults in the dugout.

- d) All Catchers must wear a catcher's helmet with throat guard and male catchers must use a cup during catching duties.
- e) All male players must wear an athletic supporter or sliding pants.
- f) Coaches are allowed to warm up pitchers before or during a game.
- g) No metal cleats are allowed.
- h) During pre-game warmups, only two players maximum shall have a bat in their hands.

Coaching Tips

- a) Teach your players to play positions in accordance with the
- b) rule book.
- c) Teach them pitching mechanics; count the number of pitches.
- d) Teach them how to lead-off base and read pitchers motion.
- e) Teach them as pitchers to hold runners on and avoid balks.
- f) Teach them how to slide properly.
- g) Teach them how to bunt and how to defend against bunting.
- h) Teach them how to use cut offs for balls hit to the outfield.
- i) Teach them about the different relays for multiple cut offs, first base is the cut off for home, third is for home, etc.
- j) Teach them about the many different strategies of baseball. (e.g. playing the infield in, bunt defense, and double play depth).
- k) Enforce the safety rules above.

Player Movement

Fill-in Players During League play, or the City Tournament, players from other Intermediate division teams may be used to add up to 10 players. With the approval of the President, Vice President or Director of Operations, the Player Agent shall arrange for all fill-in players. If possible, the fill-in players should be from the opposite League. Fill-in players must bat last and cannot pitch during that game. Fill-in player's minimum playing time will adhere to the Green Book Alternative Method of Operation Guidelines (9 consecutive defensive outs and 1 at bat; pg. 176 Green Book). Fill-in players will be selected by the Player Agent. A fill-in player may not fill-in for the same team in consecutive games. The Manager shall be notified in a timely manner by the Player Agent when a replacement player has been selected.

Standings

Regular season Champion will be determined by the aggregate total of wins and losses for the entire regular season. A playoff may be necessary in the event of an aggregate record tie. The following criteria will determine standings:

- 1) Overall record determined by win percentage
- 2) Head-to-head record
- 3) Divisional record
- 4) Runs allowed
- 5) Coin toss

All-Star Manager/Coach Selection:

- Player agents will reach out to Managers and Coaches in the division they oversee to gather a list of those interested in participating in All-Stars as a Manager and/or Coach. Once a list is compiled, the board will vote to select the manager and coach(s). The board will consider regular season performance, baseball and rules knowledge, representation of WLL, previous ejections (if any), code of conduct violations as well as any other pertinent information that will ensure the team has the best chance to advance and WLL will be represented at the highest level.
- The Player Agent will inform all managers and coaches who expressed interest in All-Stars of the board's decision. The player agent is not allowed to disclose what discussions took place, specific voting results or any rationale for the decision.

All-Star Player Selections:

- Players in each division will be provided a vote sheet where they are allowed to select up to 9 players whom they believe deserve to make the All-Star team. The top 6 players receiving votes will be selected to the All-Star team. In the event of a tie within the top 6, the managers in that division will be the tie breaker. This should be done by a vote.
- The managers in each division will be responsible for selecting 3 more players to fill out the top 9 All-Stars on the team. This should be done by a vote. If there is a tie amongst the managers voting, the player agent of that division becomes the tie breaker.
- The All-Star Manager can choose how many additional players they want to add to the roster at their discretion. The managers pick can be used to select a player from an upper division that didn't make that divisions All-Star team. For example, a 12 yo who didn't make the 50-70 team is eligible to be selected by the Majors manager with their manager selection. It is the expectation of WLL the manager will consider All-Star coaches' feedback when selecting these additional players, but the decision ultimately falls on the manager.