

EAST BRAINTREE LITTLE LEAGUE
MAJORS SUPPLEMENTAL RULES*

BATTING:

A **Continuous Batting Order** shall be used, with all players on the game roster having the opportunity to bat.

There is no on-deck position. The next batter should be ready with a helmet, but may not swing a bat.

Bunting is allowed.

Slashing (i.e. squaring off to bunt, then recoiling to take a full swing) is not allowed.

Batters may **not** advance to first base on a third strike that is a dropped/passed ball/wild pitch.

Throwing the bat, whether intentional or unintentional, shall result in a warning for the first offense and an ejection from the game for the second offense.

BASE RUNNERS:

Base runners must remain in contact with the base (i.e. no leading) once the pitcher has the ball and is on the pitching rubber or in the dirt area of the mound surrounding the pitching rubber. The runner(s) may not advance on a pitched ball until it has reached the batter.

Base runners must slide into any base, other than first base, when there is a play being made at the base. There is **no head first sliding**. A player who slides head first shall be called out. The runner(s) may not collide with the fielder(s) in an attempt to dislodge the ball. Catchers may not block home plate so as to prevent the runner from touching the plate.

Stealing of home is allowed.

PLAYING TIME:

Each player will play a **minimum of 9 defensive outs in a 6 inning game**. The only exception will be where a game is called because of weather, darkness, etc., or where the home team does not get up to bat in the sixth inning because the home team is leading.

Free Substitution: Any player, with the exception of the pitcher, may be substituted in the field at any time. A pitcher, once removed, may not re-enter the game as a pitcher, but may re-enter the game at another position.

NUMBER OF DEFENSIVE PLAYERS:

Each team must field a **minimum of eight** players. The position of catcher must be filled. It is recommended that all players wear a protective cup. A protective cup is mandatory for all catchers.

THE PITCHER

The **pitching distance** shall be 46 feet.

A pitcher may not throw more than **75 pitches per day, if 9 or 10 years old, and 85 pitches per day, if 11 or 12 years old.** The pitcher also may not pitch more than **6 innings in one day.** If the pitcher reaches his/her pitch limit while in the middle of pitching to a batter, he/she may finish pitching to that batter.

A pitcher who throws 41 or more pitches in a day may not play the position of catcher for the remainder of that day. A catcher, who has caught four or more innings in a day, may not pitch for the remainder of that day.

Pitcher Rest Requirements: 66 or more pitches in a day, 4 days rest; 51-65, 3 days rest; 36-50, 2 days rest; 21-35, 1 day rest; 1-20, 0 days rest. If a pitcher reaches a day of rest threshold while in the middle of pitching to a batter, then he/she may finish pitching to that batter and may only be required to observe the days of rest required when he/she reached the threshold. Each manager, or a designated assistant, must maintain the pitch count via a pitch counter and shall compare the pitch count at the end of each half inning with the opposing staff to ensure accuracy.

A pitcher will be removed if he/she is charged with **two hit batters in one inning or three hit batters in a game.**

Balks will not be called.

Intentional Walks are not allowed.

* These Rules shall supplement, and in some instances, modify the Little League Rules as defined in the Little League Baseball Official Regulations and Playing Rules (“Rules Book”). These Rules shall be used in conjunction with the Little League Rules. If any part of these Rules is, for any reason, held to be in excess of the authority of the League, such decision will not affect any other part of these Rules. All Managers, Coaches and Umpires should familiarize themselves with these Rules, as well as the Rules Book.