

FTLL Senior Minor and Senior Major Rules and Post Season Play

Updated: 2016

1. Games:
 - a. 7 innings.
 - b. 8-player requirement (for the entire game) to play.
 - i. No out is recorded for the missing player (even if a player is ejected).
 - c. No inning to start past 10:00 PM.
 - d. Tied or incomplete games to be completed at a later date if possible.
 - e. Four and one-half innings completed with home team winning constitutes an official game.
 - f. Five innings completed with home team losing constitutes an official game.
 - g. In the event of a rain shortened game or other postponement, completion of game to be played within two weeks of original date if possible, beginning where the game left off.
 - h. There is a 10 run Rule after 5 innings or 4 and a half innings if the Home Team is ahead.
2. Pitching:
 - a. No hit by pitch limit per inning (but umpire may use his discretion if he determines the pitcher is putting batters in danger of injury).
 - b. Intentional Walk: pitcher must deliver 4 legal pitches, called balls.
3. Participation:
 - a. All players must play a minimum of three innings in the field.
 - b. Rotational batting (all players present at the game must bat). An exception to this rule: the team with more players may bat an equal number of players as the team with less players but every player must bat at least once.

Playoff Scenario

The Division Director will coordinate with the Scheduling Committee to confirm the playoff sequence for the Leagues in this Division.

1. The season schedule will afford enough time for playoffs and a Championship game.
2. Seed positions will be assigned based on the season record, with byes assigned based on the size of each League, to the teams with the best records.
3. Tie Breakers for Playoffs:
 - a) Overall Record
 - b) League Record
 - c) Head-to-Head record
 - d) Total runs against
 - e) Runs against versus team tied with

If there are 2 divisions, a final championship game between the American and National League winners will determine a Division Champion.

Points of Emphasis

Dugout Issues

1. Only 2 coaches and one manager, no siblings or other players in the dugout.
 - a Managers/Coaches must have proper credentials displayed at all times.
2. All players unless actively participating on offense or defense are to remain in the dugout.
3. All coaches unless coaching a base, tending to an injured player, or granted time WILL remain within the confines of the dugout.
 - a Confines of Dugout: any area BEHIND the fence (coaches are not permitted in front of the fence or at the end of the fence).
 - b Penalties:
 - i 1st: Team warning
 - ii 2nd: Restricted to the physical dugout
 - iii 3rd: Ejection

Safety

1. Offensive players must always wear a batting helmet while on the field until they return to the dugout, exception is a pitcher warming up in an approved area, however the catcher must be wearing an approved catchers helmet and spotter must also wear a helmet.
2. Slide, avoid or give up rule:
 - a This is the general term used to avoid unnecessary contact between a runner and fielder.
 - b If there is malicious contact in the judgement of the umpire the player will be ejected.
 - c Remember there is a difference between incidental contact and malicious contact.
3. Head first slides are legal into any base.

The Pitcher

1. Cannot wear white or grey exposed sleeves under their uniform
2. Will get 8 warm-up pitches per inning, provided they are completed within 1 minute from the time of the last out.
3. There are no rules that govern the number of hit batters by a pitcher

The Balk

1. The purpose of the balk rule is to ensure that the runner is not deceived.
2. One warning will be issued per pitcher per game during the first 3 weeks.
3. After that balks will be called.
4. Remember: This is Little League; we have players that understand and players that do not know all the proper mechanics. Umpires will try to use discretion in calling balks, however the Defensive Team cannot benefit from a balk.
5. Example if a pitcher balks and a runner is caught stealing, umpires cannot justly call the runner out, as he is entitled to the base. We need to remember that there are many players/coaches in the league that know the proper mechanics of the pitcher, utilize this knowledge to train our pitchers .

Flow of Game

1. With 2 outs the offensive team can run for the pitcher or catcher if they are on base and returning to that position.
 - a. The new runner must be the last batted out offensive player.
 - b. The removed player must then prepare to take their defensive position.
2. Players are to hustle on and off the field.
3. Team Huddles should only be held while coming off defense as to not delay the game. Any delay in the game due to a team huddle will reduce or eliminate team warm-ups. If offensive may result in strikes being called on the batter.