

## Lincoln Glen Little League 2012 Major Division Rules

1. **Playing time:** Each player must play three (3) defensive innings, nine (9) outs or two (2) innings, six (6) outs, in a game that is concluded after 3.5 or 4 innings due to the 10 run rule occurring, darkness or any other that deems it an official game, less than six (6) innings. If a player does not play three (3) defensive innings in a regular game, then he/she must start the next game and complete missed playing time from the previous game and what he/she are due for that game before they can be substituted defensively. Players can either play in consecutive innings or 3 innings during the duration of the game as long as each player gets to play in 3 defensive innings during the game. During the LGLL major playoffs the rules will switch to two defensive innings (6 outs).
2. **Batting line up:** The batting lineup for each team will consist of the nine (9) players in the lineup. It is the responsibility of the manager to make the necessary lineup changes and announce them to the umpire in chief.
3. **Ten (10) run rule:** Game ends after 3.5 or 4 innings depending on who is ahead (rule 4.10e). If the ten (10) run rule occurs after 3.5 or 4 innings, the winning team is recorded.
4. **Pitching:** Pitchers are limited to the Little League rule book (page 38-39 of the rule book).

The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group as per the pitching rules apply per the Williamsport Rule Book.

Age	Max. Pitches per day
11-12	85
9-10	75
<b>Rest for ages 12-under</b>	
Number of pitches	# Of Days of rest
66 or more	4
51-65	3
36-50	2
21-35	1
1-20	0

A provision has been added that prohibits a player who has been removed as a pitcher in a game from playing the position of catcher for the remainder of that day, if they have thrown 41 or more pitches.

A player having played the position of catcher in 4 or more innings (this is a minimum of one pitch per inning) is not allowed to pitch.

The "automatic" intentional walk was removed. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called "balls" by the umpire. All such pitches will count in determining that pitcher's pitch count.

5. **Special Pinch Runners :** Rules apply per the Williamsport Rule Book. **Please see rule 7.14 (top of page 87) for the specific rule on Special pinch runners.**
6. **Umpires:** The LGLL Umpire in Chief will furnish two (2) umpires for every Major Division scheduled game. Please notify Steve Robinson at [steve@hulanetworks.com](mailto:steve@hulanetworks.com).
7. There are no forfeits in the major division. If a team can not field nine players they need to contact the other team manager and try to reschedule the game. If they can not agree on a reschedule date than the team without nine players can use pool players to field nine players. A pool player is not allowed to pitch or catch during the game.
8. **All other playing rules are to follow the Williamsport Rule Book.**