



2016

MAJOR LEAGUE RULES

A. Player Conduct

1. Each player must be in complete uniform for games except for exhibition games.
2. Players will be required to wear their official ELL uniform for each game as well gray baseball pants. Uniform shirts should be tucked in at all times.
3. Players must remain in the dugout during the game unless given permission to leave by the manager to go to the restroom. There will be no trips to the concession stand and there will be no food in the dugouts.
4. If a player comes late for a game (3 ½ innings being a legal game), it is up to manager whether that player will be permitted to play. Manager must notify opposing manager and scorekeeper.
5. In order for a player to be called up to play for a Majors team they must be at least 9 years old by April 30th 2016 and a registered ELL Minors player. No players from outside the league may be used. Players may not be called up more than 3 times per season by each Majors team.

B. Manager Conduct

1. Managers and coaches will foster an environment of good sportsmanship and competition.
2. Managers and Coaches will be expected to adhere strictly to the ELL Coach's Code of Conduct. A failure to do so will lead to progressive League discipline up to and including removal as a coach or manager.
3. Managers and coaches are expected to perform their field maintenance and game set-up responsibilities as outlined by the ELL Board. Repeated failure to do so will result in removal.

4. Each team will be assigned at least one week of field maintenance at an assigned field. Managers and head coaches will be responsible for ensuring that they and their assistants perform their field maintenance duties on the week assigned.
5. Each team may have 1 Head Coach/Manager and 3 assistant coaches. The Head Coach/Manager will choose their assistants.

C. Playing Rules

1. Official Little League Playing Rules will be used if not included in these rules.
2. Game times will start according to the published schedule. A 15-minute Grace period will be allowed for consecutive games or double-headers unless waived/agreed upon by both coaches/managers.
3. Protective helmets must be worn while on-deck, batting, and running the bases. Players who repeatedly intentionally remove their helmets while running the bases shall be subject to progressive discipline by the umpire during the game. 1st offense-Verbal Warning, 2nd offense-Player is automatically out, 3rd offense player is removed from the game.
4. Home team will occupy first base dugout.
5. The game may start with a team fielding only eight players. A forfeit will result if the team is only capable of fielding seven players. Teams fielding eight players will automatically receive an out for the ninth batting position in the batting order.
6. The Home team is responsible for lining the field and putting the bases on the field. The Home team is also responsible for preparing the field for play after inclement weather.
7. Game balls are to be supplied by the Home team. At least 2 new balls should be available for each game.
8. Mercy Rule: If the home team is ahead by 15 runs after 3 ½ innings or 10 runs after 5 innings the game is officially over. If the Home team is behind they will have the opportunity to bat in the bottom of an inning. A maximum of 7 runs may be scored by a team in any and all innings. The Mercy Rule shall apply as stated or until it becomes mathematically impossible to tie based on the 7 run inning rule.
9. The umpire on the first offense will warn a batter that throws a bat. For the second offense and subsequent offenses during the same game, the batter will be called out.
10. Every player must play a minimum of three (3) innings in the field by the end of a regulation game in addition to a minimum of at least one (1) plate appearance. Games shortened due to Mercy Rule, darkness or weather do not apply. However; any players who do not play the requisite three (3) innings due to a shortened game must start the next game in the field and have one at bat before they can be substituted out.

11. Dropped 3rd Strike: On a dropped 3rd strike (swinging or non-swinging) the batter may attempt to advance to 1st base if that base is unoccupied or if there are 2 outs. If the batter leaves the batter's box without attempting to advance or they are tagged out by the catcher they will automatically be called out. All runners may advance whether a play is made or not.
12. A game that is continued to the next playing time due to rain or darkness will follow the pitching rules for the week that the game is made up. The game will restart from the time that the game was called by the head coaches and umpires. If players are not present from the original continuation game, adjustments can be made to game roster. Prior to game time, any modifications must be reviewed by both head coaches and umpires.
13. Headfirst slides are not permitted when advancing to the next base. A player that performs a headfirst slide when advancing to the next base will automatically be called out with the play resulting in a dead ball call. Headfirst slides are permitted when a player has overrun a base and is attempting to get back to the base. A leg first or headfirst slide into first base is prohibited resulting in an out and a dead ball call.

D. Pitching Rules

1. If three (3) batters are hit by the same pitcher in a single game, that pitcher must be replaced.
2. Once a pitcher has been removed from the game, they cannot return to that position.
3. Pitchers must rest one (1) calendar day if three (3) innings or less are pitched and three (3) calendar days if four (4) or more innings are pitched. One pitch thrown in an inning constitutes an inning pitched. A pitcher may only pitch a maximum of six (6) innings per day and eight (8) innings per week. A week runs from Monday to Sunday.
4. A pitcher may not throw more than 85 pitches in a single day and will then require 4 days rest before they may pitch again. 55-84 pitches in one day will require 3 days rest. 25-54 pitches in a single day will require 2 days rest and 1-24 pitches in one day will require 1 day of rest.
5. Managers will validate pitch counts after each inning.
6. The pitcher's name, pitch count, innings pitched and score must be forwarded to Scot May at scot912@gmail.com by the visiting manager or coach no later than 12 PM following day. Failure to this will result in discipline: 1st offense-Verbal Warning, 2nd offense-Written warning, 3rd offense-1 game suspension. All subsequent offenses shall be directed to the ELL Board for possible removal of the coach in question.

E. Rainout games

1. For games played at the Lake or Lion's Field the Managers will decide if the field is playable up to game time. If the managers cannot agree, the Head Umpire or League Official will decide. The Ebensburg Borough Recreation Director shall make all decisions regarding the fields at the Complex.
2. The managers will coordinate with the Scheduling Board Member about times and dates for rainout make-ups. The next available opening will be used. Games should be made up in the week that they were to be originally played in all cases. The Head of Umpires should also be contacted so the he can supply a crew for the make-up games.
3. The games will be called off at the field, players must show up, unless the Coaches agree in advance.
4. If lightning is observed the players will be removed from the field to the dugouts immediately. Play cannot resume until there has been no lightning observed for a minimum of 15 minutes. The 15 minute clock resets every time a new lightning strike observed by the umpires or managers.

F. Darkness

1. In the event of darkness, the umpire will consult with the coaches. A determination will then be made if play is to continue. If a consensus cannot be reached, a league official will make the decision. If 4 full innings have been completed the game will count. Complex only.

G. All stars

2. League standings as of COB on the second Tuesday of June will determine who is offered the position of Head Coach for All-Stars. The Head Coach will have the opportunity to choose their assistant coaches.
3. Player selection will be conducted at the June ELL Board Meeting. Each manager or their representative will provide a list of their top 20 players from the division. Each representative will then vote for their top 10 players with 2 alternates
4. One team of 10 players will be chosen with 2 alternates for a total of 12 players. The alternates will practice and attend games, but will not be required to play any innings unless there is an injury, illness or pre-scheduled vacation for one of the top ten players selected.