

2025 Majors Division Local Rules

1. The Major Division age requirement is ages 10 through 12 and will compete in these divisions depending on ability. The Major's Division is player pitch division.
2. Each team needs a staff of three (3) coaches, consisting of a manager and two coaches. Only three coaches are allowed to be on the field during the course of any single game. The home team shall be in the 3rd base dugout. If a manager/coach must leave the game for an emergency or a prior commitment, a replacement coach is allowed. If a manager/coach arrives late, he/she may replace a coach in the dugout.
3. Games are 6 innings in length. **There is no drop-dead time, but no new inning may start after 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed.**
4. **The ten-run rule applies after 3.5 innings of play.**
5. **Teams shall bat their entire roster.** Any player arriving late shall be placed at the end of the batting order. If already past the last spot in the batting order, the late arriving player shall be the first batter of the next offensive inning. Free substitution is allowed in the field, except pitchers may not re-enter as pitchers.
6. Score will be kept in GameChanger. All score books must be kept current and up to date, including all pitcher records and pitch count totals for the week. The scorebooks must be available upon request to all umpires and board members.
7. The home team will keep the score book of record.
8. Unnecessary delay by pitchers and batters is prohibited. The pitcher shall make every effort to deliver the ball to the batter within 20 seconds after he receives the ball with the bases unoccupied. A first offense will result in a warning. Offenses thereafter will result in the umpire calling a ball. Subject to obvious exceptions, the batter must keep one foot in the batter's box. A first offense will result in a warning. Offenses thereafter will result in the umpire calling a strike on the batter.
9. Pitchers are limited to 5 warm-up pitches between half-innings. There shall be a maximum of 2 minutes between innings. Coaches may warm up pitchers during the **regular season only!**
10. There is a maximum of 2 minutes for pitching changes, meaning the first pitch after a pitching change must be thrown within 2 minutes after the change is made.
11. The Majors division rules will abide strictly with the Little League rule book in all other instances other than what is listed above.
12. Coaches may pinch run for the catcher at any time in order to keep the game moving quickly. The pinch runner must be the player who made the last batted out. For purposes of this rule, the catcher is the player slotted to catch during the next defensive inning.
13. **Your catcher MUST have a throat guard attached to their helmet. No exceptions!**

Pitch counts (per age)

Ages 9 - 10 = 75 pitches per day

Ages 11 - 12 = 85 pitches per day

Rest Days

1-20 Pitches = 0 Days Rest

21-35 Pitches =	1 Day Rest
36-50 Pitches =	2 Days Rest
51-65 Pitches =	3 Days Rest
66+ Pitches =	4 Days Rest