

North Canton Little League

Local Rules – Majors

Rev 5/25

Team Play:

- Weekday games will have a 2-hour time limit until school is out. No new inning will start after 2 hours. If a game is tied, it goes as a tie.
- Continuous batting order will be in effect.
- Every player must be in the field by the 3rd inning.
- Games can begin with 8 players.
- Players who introduce equipment out of Little League specification, or fail to have required equipment on their person, will be ordered by the umpire to immediately comply with Little League standards.
- Games that are tied **from the 7th inning** on begin with a batter on second base and a full count on the hitter.
- Teams that are short-handed can use minor league callups to get to 10 players. Callups cannot pitch and must bat at the bottom of a team's order. A call-up cannot play more innings in the field than any regular team member. Teams will be assigned a minor league team to draw callups from. Failure to follow this rule results in a forfeit.

Pitching:

- Players who are LL age 11 must be used to pitch 2 innings or 35 pitches each game. Innings do not need to be consecutive. The 11-yr old must be pitching by the top of the 5th inning. Shortened games do not apply.
- There will be no intentional walks in regular-season games.
- A pitcher that hits 3 batters in a game must be replaced.

Offense:

- Little League's 'One foot in the batter's box' rule will be used for regular season play.
- Once there are 2 outs, a courtesy runner will be inserted for a baserunner who will be catching the next inning.

Managers:

- Before the game begins, each team should present the official scorer with a team batting order including each player's age and uniform number.

General:

- The home team shall occupy the 3rd base dugout.
- When lightning is sighted, all games will be stopped for 20 minutes. Please direct players to their cars to wait out the suspension.