

## Needham Majors Game Rules:

- We follow the Little League rules with the following exceptions for home rules listed below.
- Pre-game
  - Home team supplies 3 new game balls to the umpire for the game.
  - Home team occupies 1<sup>st</sup> base sideline at Small and Memorial. 3<sup>rd</sup> base sideline at Mills
  - Away team occupies 3<sup>rd</sup> base sideline at Small and Memorial. 1<sup>st</sup> base sideline at Mills
- Scoring
  - Mercy rule – 10+ run lead after 4 innings (if the visiting team has the lead, the home team must bat in its half inning). Mercy rule is an option; team with fewer runs may elect to continue playing but the leading team wins and inputs the score at the time of the mercy. (We do not have the 15 after 3 or 8 after 5 rule for town.)
  - If tied after 6 innings, that is the final score in the regular season. In the tournament we play until a winner.
- Curfew
  - No inning to start 2 hours after game start (if weather related delays occur, games can last longer than 2 hours pending sunset)
  - If a game is called by the umpire during an inning, the score reverts to the end of the prior full inning.
- On Deck
  - Only the first batter of each half-inning is permitted outside the dugout between half-innings
  - **No on deck swinging**
  - Warning to both benches on first offense
  - Out assessed to team after first warning
- Dropped 3<sup>rd</sup> strike
  - No dropped 3<sup>rd</sup> strike rule in effect. If it is dropped, the batter is still out.
- Hit batsman rule
  - There is no rule
- Bunting
  - Bunting is allowed
  - Slash bunting is prohibited
- Leading off
  - Runners must be on their base when the pitcher touches the rubber and the catcher is in his crouch
  - No leading off – runner may leave base when ball crosses home plate/area
  - Runners who leave early will be sent back to the base they occupied (first warning; second warning to same player results in an out)
- Stealing
  - Stealing of 2<sup>nd</sup> base, 3<sup>rd</sup> base and home plate is allowed
  - If the pitcher is not engaged with the rubber and the catcher in the crouch, the runner who stole can continue to attempt to steal the next base
  - Once the pitcher is engaged with the rubber and catcher is in the crouch, the runner must go back and cannot take off until the ball reaches home plate
- Sliding

- o Slide feet first
- o Can only slide head first going back to bag after rounding base
- o Slide or avoid rule is always in place – runner will be called out for not sliding/avoiding at a base where there is a play
- **USA BATS ONLY**
  - o No USSSA bats, or BBCOR -3 bats are allowed to be used in Little League games. Please ensure the bats are not brought to the field
  - o If someone uses a USSSA bat in a LL game, it is an **automatic out when they step to the plate with the bat.**