

HALF MOON BAY LITTLE LEAGUE BASEBALL
MAJORS DIVISION LOCAL RULES
2017 SEASON

The following document defines the Local Rules (“Rules”) for the Majors Division of Half Moon Bay Little League (HMBLL). These Rules have been adopted by the HMBLL Board of Directors for the 2017 Regular Season as additions to the rules and regulations contained within the Official Regulations and Playing Rules booklet published annually by Little League Baseball®.

1. **Minimum Play:** Every rostered Player present at the start of the game will participate in each game for a minimum of 9 defensive outs and bat at least 1 time. If mandatory play is not met for a Player in any regulation game (4-6 innings of play), the Player must start the next scheduled game, complete any previous requirement of mandatory play, and complete mandatory play for the current game before being removed from defensive play. See Regulation IV(i), Note 2 for Clarification. This rule is not in effect for late arrivals or early departures.
2. **Roster Size:** HMBLL Majors teams have 12 player rosters. There is no pool play in the Majors Division for the 2017 season.
3. **Continuous Batting:** HMBLL Majors uses continuous batting lineups. Continuous batting lineups are defined as all Players participating in the game bat continuously; i.e. all Players in the dugout at the start of the game bats before any batter bats twice. If a Player arrives after managers submit lineup cards to the umpire and the opposing team, the Player is inserted at the end of the batting order, if allowed to play. The manager has sole discretion regarding whether the late Player is allowed to play. If a player departs early, their position in the lineup can be skipped without penalty.
4. **Dropped 3rd Strike:** HMBLL Majors has elected to adopt the Dropped 3rd Strike Rule in the Majors Division per Rules 6.05(b)(2) and 6.09(b).
5. **Mercy Rule:** HMBLL Majors has elected to adopt the 10--Run Rule per Rule 4.10(e). Games won by “mercy rule” are automatically reported to the Players’ Agent via the HMBLL game score system for review by the Players’ Agent. In the course of a team winning by “mercy rule,” the Players’ Agent will suspend for 1 game any manager or coach deemed to have encouraged players to continue to run the bases to “run up the score,” or in an otherwise unsportsmanlike manner. There is no game time limit in Majors Division.
6. **Postseason Tournament:** HMBLL Majors champion are determined by a postseason double-elimination tournament. Tournament seeding is determined by regular season standings. All post season tournament play will be played under the Green Book tournament rules with the exception of pitch count limits, which will continue to be governed by our Local Rules Pitch Count section.
7. **Approved Bats:** All bats must comply with the Rule 1.10 describing approved bats. In addition, HMBLL prohibits all bats with a composite barrel in all practices and games; bats with a composite handle are acceptable as are composite wood bats such as bamboo bats.
8. **Throwing Bats:** A batter throwing a bat in a manner the umpire deems to be unsafe is issued a warning. A batter throwing a bat in an unsafe manner again in the same game, is not allowed to bat for the remainder of the game. If a batter becomes ineligible during an at-bat, the next

batter in the lineup bats and assumes the ineligible batter's ball/strike count.

- Pitch Counts:** HMBLL Majors division observes the following **pitch count limits**. If a player reaches their hard count pitch count limit in the middle of an at-bat, they must be replaced by another pitcher and are not allowed to finish the batter. Penalty for not following HMBLL pitch count limits may result in the suspension of the manager for one game and possible forfeit of the game.

Date	# of Pitches (hard count)	Managers must enter pitch counts into the LLMS system after each game. Refer to Little League Green Book for required days of rest.
Preseason thru April 1	45	
April 2 thru April 28	60	
April 29 thru Tourney	75 (65 for 10--yr olds)	

- Manager/Coaches Hats (All Divisions):** All managers and coaches will wear the league-provided hats during games.
- Daylight Savings:** After the start of Daylight Savings Time, 2 games per week (1 weekday and 1 Saturday) are scheduled except when a doubleheader is played to make up a rainout, potentially resulting in 3 games played in a week.
- Snack Bar Duty:** All teams are responsible for providing the snack bar with four volunteers for the duration of their scheduled team snack bar shift coinciding with their game. Failure to do so will result in a forfeit of that game.
- Positive Coaching Alliance (PCA):** All managers and at least two coaches must attend the PCA workshop provided by HMBLL. Managers that fail to attend the workshop forfeit all games until PCA certification is attained.
- Code of Conduct:** All parents and players must read, understand, and agree to abide by, and agree to the consequences of the Code of Conduct, by signing the HMBLL guidelines of the Code of Conduct.
- Volunteer Application:** All adult volunteers must fill out the 2017 Volunteer Application, which includes providing their Social Security number, and a photo ID and be approved by the League before participating in practices and games. Failure to provide a properly completed 2017 Volunteer Application to the League will result in no access to the field of play for all practices and games.

For additional clarification on rules regarding field maintenance, safety, batting cages and snack bar duty, please see the following league publications:

- STANDARD PROCEDURES
- SAFETY MANUAL
- BATTING CAGE PROCEDURES
- SNACK BAR DUTY