

Sugar Land Little League

Major Division

Ground Rules

1. All games shall begin at the scheduled time with no inning starting after 1 hour and 40 minutes. Any inning in progress shall be completed. All games shall be halted after 1 hour and 55 minutes. (Exception- if the game is the last one of the day, the inning may be completed, up to curfew). No game can continue past 10:30 pm. A game that has been played to the time limit shall be considered a regulation game as long as 4 innings have been played, or 3 and a half, if the home team is ahead. Ties shall be considered as complete games. In a regulation game that has been halted due to the time limit (1 hour 55 minutes), the score will revert to the previous completed inning.
2. Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes of the last out. The pitcher may take 8 warm-up pitches in-between each inning. Umpires are encouraged to call balls or strikes in the event a team takes too long between innings.
3. The League V.P shall reschedule rain out games for the nearest available date.
4. Each team will use a continuous batting order and unrestricted substitution. The bench must be cleared each inning. A player who does not play the minimum time in any game shall start and play the entire next game. Penalties shall be assessed to the Manager. Exception- for weather, curfew shortened games, illness, injury, or for disciplinary actions.
5. Managers and Coaches are allowed to coach from each coaching box while their team is a bat. Each team must have a coach in the dugout area. No coaches are allowed on the field while their team is on defense.
6. A ball that becomes lodged or goes under the fence in fair territory shall be considered a ground rule double. The fielder must raise both arms in the air in order to stop play. If the player attempts to retrieve the ball, play continues.
7. If either team is ahead by 10 runs at the end of 4 complete innings, or 3 and a half if the home team is ahead, the game shall be called and the game is complete.
8. No protests will be allowed, except for rules infractions. The Lead Umpire must settle all disputes within 5 minutes. The manager may, with permission from the Lead Umpire, with rule book in hand, question a call or ruling. The Umpires decision at the end of 5 minutes is final. Judgment calls cannot be protested.
9. All players shall be listed on the lineup card and in the scorebook. If they are not present or are unable to play the correct number of innings, the Manager should make a notation and explanation.
10. Both teams are responsible for setting up the field before the game (checking safety issues, marking the field, etc.). After the game, both teams are responsible for raking and watering the infield, putting up equipment, and picking up trash.
11. The Home team shall provide the scorekeeper and the Visiting team shall provide an announcer. After the game, the scorekeeper shall have both team managers and the umpire sign the scorebook.

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12. The Board of Directors may suspend any Manager, Coach, and/or Player who is ejected from a game after a review. That ejection could affect that individual's ability to participate in Post Season Play (All Stars).
13. Each team shall have 9 outs per calendar week pitched by one or more players that is league age 10 or 11. This is to encourage development of 11-year-old pitchers. Any Manager that does not adhere to this rule will be subject to being suspended. (Exception: If a team plays only 1 game in a given week Rule 13 DOES NOT APPLY) A calendar week is Sunday through Saturday.
14. All runners shall slide or attempt to avoid contact with the defensive player while that player is in the process of making a play on the runner.
15. Pinch runner in effect for catcher of record after two outs are recorded in order to speed up play. Pinch runner will be the last recorded out.