

Greater Sealy Little League – Local Rules

Major Boys (11-12) Division

1. For any matter not specifically mentioned below, the Little League Official Regulations and Playing Rules shall be used.
2. Time Limit for games:
 - a. No inning shall start after 70 minutes of play.
 - b. The umpire shall be notified of the time limit before the game, and shall have the official time.
 - c. A regulation game consists of 6 innings, but a game called for time limits is considered complete.
 - d. Any inning started shall be completed
 - e. Managers are encouraged to take measures to keep the game moving quickly.
 - f. Little League curfew is still applicable (no inning shall begin after 10:00 pm).
 - g. Major teams are allowed to play one (1) double header in a calendar week (mandated by Little League, see Rule 4.13).
3. A "courtesy runner" is allowed for the catcher when there are 2 outs. The courtesy runner must be a player who is not in the game defensively. If there are no extra players, the player who made the most recent out shall be the courtesy runner.
4. There will be a 5 run limit for every inning, including the 6th inning. (Mandated by Little League, see Rule 2 - inning)
5. Continuous batting order (i.e., all players bat in order) (mandated by Little League, see Rule 4.04)
6. Intentional walks will be allowed once per game. Once declared, the pitcher will not throw to the batter, but 4 pitches will be added to his pitch count.
7. Mandatory Play requirements:
 - a. Every player present at the start of the game will participate for a minimum of 6 defensive outs and bat at least 1 time (mandated by Little League, see Regulation IV (i))
 - b. Teams with more than 15 players at a game may reduce the mandatory play requirements to 3 defensive outs and 1 at-bat per game (allowed by Little League, see Regulation IV (i))
8. A maximum of 6 warm-up pitches for a returning pitcher or 8 warm-up pitches for a new pitcher may be taken by a pitcher between innings and when there is a pitching change during an inning.
9. Each team has one (1) minute to leave the field and get on the field at each half inning.
10. Little League-mandated pitching limits shall be followed (Regulation VI©):
 - a. Manager must remove the pitcher when he/she reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
 1. Limit for League age 11-12 is 85 pitches per day.
 2. Exception: If a pitcher reaches the limit while facing a batter, pitcher may pitch until one of the following conditions occurs: (1) That batter reaches base; (2) That batter is put out; or (3) The third out is made to complete the half inning.
 3. NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who catches 4 or more innings cannot pitch that day.
11. Rest Requirements Options (Regulation VI (d)):
 - a. If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed.
 - b. If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed.
 - c. If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.
 - d. If a player pitches 21-35 pitches in a day, 1 calendar day of rest is required.
 - e. If a player pitches 1-20 pitches in a day, no calendar days of rest are required.
12. For regular season games, a team may start the game with less than 9 players when no pool players are available, but will take an out for the missing spots in the line-up. (ie. If a team has 8 players, 1 out must be taken when 9th spot in line-up is up to bat.)