



## 2019 House Rules

### Majors American League

1. All rules as per 2019 Little League Rules except as amended herein.
2. Dropped third strike rule will NOT be observed by FCLL in Majors American League levels.
3. FCLL has received a waiver allowing Junior Umpires to work games for Minors, Majors (without an adult umpire) and there will be a **ZERO TOLERANCE** policy in place for any verbal abuse of these umpires by parents, managers, and players. We will hold the Manager responsible for any parents or players who do not adhere to this policy.
4. Chinstraps (must be of the dangling type) on helmets (done up) and athletic cups are mandatory. Catchers must also wear long model chest protectors, shin guards, full helmets and throat protectors
5. Warm up pitches between innings is limited to 5 per pitcher.
6. All regular season rules apply for Playoffs.

### **Time Limits**

1. Five (5) run maximum per inning or three outs, whichever comes first. No maximum number of runs in the 6<sup>th</sup> or "*Last Inning*". Both Managers must confirm "*Last Inning*" with the Umpire prior to the first pitch of the inning in order for the "*open run inning*" to be in effect.

2. All games are a maximum of 6 innings with weeknight games starting at 6:30 PM sharp. No new innings may start after 7:45PM (May)/8:00PM (June) (the "*Curfew Time*"). A new inning starts the moment the third out is made in the previous inning. In other words, if the final out of an inning is made at 7:59 PM in June, a new inning is deemed to have started before the 8:00 PM Curfew Time. **(There is a 2 hour time limit on day games such that the Curfew Time for day games will be 2 hours after the scheduled game time.)**
3. If an inning ends within 15 minutes of the applicable Curfew Time, then "*Last Inning*" shall automatically be called and this should be communicated between both Managers and the Umpire. "*Last Inning*" can be called earlier than this but only if both Managers mutually agree to do so and this must be communicated to the Umpire in advance of the first pitch of the inning being thrown.
4. If an inning starts more than 15 minutes prior to the Curfew Time (and "*Last Inning*" had not been called), but the inning is not completed until after the respective Curfew Time, then the game shall be ended at that point and there shall be no opportunity to call "*Last Inning*".
5. In the event the game is called as a result of the above time rules; the game shall be official regardless of the number of innings played.
6. In the instance of a game being shortened due to inclement weather or some other unforeseen circumstance before the Curfew Time, (4 innings constitutes a completed game...3.5 if the home team is winning), the Coordinator will reschedule the completion of the game in such an instance.
7. The mercy rule is in effect; i.e. the game is over after 4 innings if one team is leading by 10 or more runs (3.5 innings if it's the home team leading by 10).
8. Tie games are allowed during the regular season but not during playoffs. Should a playoff game be tied at the completion of an inning in accordance with the above time rules, the game shall be suspended at that point and the Coordinator will reschedule the completion of the game.
9. The umpire will determine which watch/clock will determine the official time and this should be confirmed between the Umpire and the Managers at the plate meeting.

## **Scoring**

1. The winning team (or home team if the game ends in a tie) must email the score along with the names of the pitchers and respective pitch counts utilized on both teams to the Coordinator and copy the opposing Manager.
2. Playoffs will be a double elimination format at the end of the season and trophies will be presented to the winning team along with runner up.