



2025 House Rules

Majors Canadian League

1. All rules as per 2025 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, grandparents, and/or players who do not adhere to this policy.
4. Chinstraps or Face Guards on helmets are recommended but not mandatory. If a chin strap is worn it must be done up. Athletic cups are mandatory. Catchers must also wear long model chest protectors, shin guards, full helmets and throat protectors.
5. Warm up pitches to begin the 1st inning of each game are limited to 7 per pitcher (for both the visitor and home team).
6. Warm up pitches between innings are limited to 5 per pitcher.
7. Five (5) run maximum per inning or three outs, whichever comes first. There will be no open innings during the regular season.
8. For the regular season there shall be no open innings.
9. For the playoffs the 5 run maximum will still apply for each inning except the one open inning which must be started no later than 8:30PM.
10. The infield fly rule will **NOT** be in effect for the regular season or the playoffs.

11. Sunflower seeds (aka Spitz) are not allowed or in the dugout on the field they are a distraction to the players and could become a safety issue.

Pitching

All Little League Canada pitching and catching rules shall be followed at all times throughout the regular season and playoffs.

Pitch Count:

Below are the maximum numbers for pitches in a game for a single player:

- Month of April/May: 50 max per game
- Month of June: 65 max per game

Days of Rest:

Below are the days of rest which must be given to a player after they have pitched in a game:

- 1-20 Pitches = 0 Days Rest
- 21-35 Pitches = 1 Day Rest
- 36-50 = 2 Days Rest
- 51-65 = 3 Days Rest

To encourage kids to swing the bat and provide more fielding opportunities FCLL adopted the below rule in 2025:

- If a batter is walked (4 balls) then the coach will enter the game and pitch to the batter to induce game play.
- If a batter has a 4-1 or 4-2 count they will be given the 2 coach pitches (both strikes). If the batter fails to hit they are out.
- If the batter has a 4-0 count they will receive 3 pitches (all strikes) to try and hit. If the batter fails to hit they are out.
- If that batter fouls off their final coach pitch they will continue to receive another pitch until they either hit or strike out.
- All players are out after coach throw pitches – there are no walks

Time Limits & Scoring

1. No new innings shall begin after 8:30pm.

- a. For the playoffs only one inning can start after 8:30pm and once that inning is finished then the game is considered complete. Teams must complete 4 innings for game to be official or 3.5innings if the home team leading. If not complete, the Director is to be contacted to arrange a time for game completion.
 - b. The Umpire and this should be confirmed between the Umpire and the Managers at the plate meeting.
 - c. 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).
2. Tie games are allowed during the regular season but not during playoffs.
3. The Visiting Team for each game is the official Pitch Counter and is responsible for inputting the pitching names and respective pitch counts utilized by both teams into the official Pitch Count Google doc provided by the League Director.
4. The Home Team is the official Score Keeper and must email the score to the League Director and copy the opposing Manager.
5. Playoffs are TBD.