



Major Division Official Rules

This document contains the official and binding rules of the Erindale Little League's Major Division. These rules are based on the principles and structure of Little League Canada and Baseball Canada instructional divisions. All coaches, umpires, and team officials are required to be familiar with and strictly enforce these rules.

The Major Division is instructional in nature. Games are officially scored, standings maintained, and the season culminates in playoffs. Player development, safety, and sportsmanship are the primary objectives, and rules are applied consistently and uniformly.

These rules supplement the Little League Canada Official Regulations and Playing Rules. When Major Division-specific rules are stated herein, they take precedence for this division.

1. Introduction

1.1 Purpose: Erindale Little League (ELL) provides a fun, safe, and positive environment where players can develop as baseball players and individuals while enjoying the game. All players receive equal playing time regardless of ability.

1.2 Affiliation: ELL is affiliated with Little League Canada and adheres to the Little League Official Regulations and Operating Manual, available at: <https://www.littleleague.org/>

1.3 Applicability: These rules govern the operation of Erindale House League's Major Division unless otherwise specified.

1.4 Rule Amendments During the Season: In-season changes may be made to House League rules. Proposed changes are submitted by the Division Convenor to the Vice President (VP) of Baseball. Upon approval, changes are communicated to coaches by the VP of Baseball or the President.

1.5 Annual Review: The Board of Directors reviews House League rules annually before the season starts. The VP of Baseball may also reviews rules with the Umpire-in-Chief prior to the season.

2. Games, Game Times & Curfews

2.1 Scheduled Game Times: Early games on Field S1 begin at 6:15 p.m. Late games on Field S1 start at 8:20 p.m., unless the scheduler specifies otherwise. Players and coaches should arrive early to warm up and prepare. Both teams share responsibility for field setup.



2.2 Official Time: The home plate umpire's timepiece is the official time. Coaches and scorekeepers for both teams must be informed of the first pitch time.

2.3 Minimum Players to Start: A game may begin when each team has at least eight (8) players available. Should a team, for any reason during play, have fewer than eight (8) players available, a fifteen (15) minute grace period will be allowed to restore the minimum roster. Failure to do so will result in a forfeit.

2.4 Grace Period & Forfeits: A team without eight (8) players ready at the scheduled start time forfeits the game. A 15-minute grace period may be granted if a player or call-up is en route. After the grace period, the game is forfeited.

2.5 Regular Season Time Limits & Dead Ball

- **2.5.1 Start of New Inning:** A new inning begins immediately after the previous inning concludes.
- **2.5.2 Inning Time Limit:** No new inning shall start after one hour and forty-five minutes (1:45) from the scheduled start time.

2.6 Dead Ball Rules

- **2.6.1 Time Limit:** A two-hour (2) dead ball limit applies. If the game time reaches two hours before completing the final inning, dead ball rules apply.
- **2.6.2 At-Bat Completion:** If dead ball occurs during an at-bat, the batter completes the at-bat.
- **2.6.3 Scoring at Dead Ball:**
 - If the visiting team is batting, the final score reverts to the last completed inning.
 - If the home team is batting and the visiting team leads, the score reverts to the previous inning.
 - If the home team is batting and the game is tied, the final score is recorded as a tie.

2.7 Final Inning Rule: In the final inning, the visiting team may forfeit remaining outs to attempt to complete the inning.

2.8 Umpire-Called Dead Ball: An umpire may call dead ball due to weather, darkness, or unsafe conditions. ([Refer to playoff-specific dead ball rules below.](#))

2.10 Game Scores & Official Status: Each team must keep score and share their batting order with the opposing scorekeeper. The home team's scorekeeper is official in disputes. A game is official after a minimum of three (3) complete innings. Fewer innings result in a tie.

2.11 Dugout Assignment: The home team occupies the third-base side bench; visitors occupy the first-base side bench.

2.12 Curfew Adjustments: The VP of Baseball may adjust curfew times and procedures, notifying coaches before the game.



3. Pitching Warm-Up

3.1 New Pitcher: A pitcher entering the game for the first time is allowed eight (8) warm-up pitches or two (2) minutes, whichever comes first.

3.2 Returning Pitcher: A pitcher returning after finishing the previous inning is allowed six (6) warm-up pitches or two (2) minutes, whichever occurs first.

4. Team Formation and Rosters

4.1 Team Formation: Teams are formed through a draft led by the VP of Baseball, Division Convenor, and coaches. Efforts will balance skill levels. The VP of Baseball has final authority on player movement for competitive balance.

4.2 Roster Size: Teams must carry a minimum of nine (9) and a maximum of twelve (12) players. Adjustments to this requirement may be made at the sole discretion of the League Vice President.

4.3 Late Registrations: Late registrants are assigned to teams by the Division Convenor and head coaches.

4.4 Call-Ups: All call-ups must be coordinated through the Division Convenor. Coaches may not arrange call-ups independently.

5. Conduct and Administration

5.1 Conduct Responsibility: Managers and coaches are responsible for their players' and spectators' conduct before, during, and after games.

5.2 Score Reporting: The home team Manager/Coach must report scores in TeamSnap within 24 hours of game completion.

5.3 Scorekeepers: Head coaches appoint scorekeepers responsible for tracking outs, runs, pitchers, and pitch counts. The home scorekeeper's records are official.

5.4 Pitching Counts and App: Pitching Counts and App: Pitching records must be inputted by the Home Coach into the Erindale Pitch Count App immediately after the completion of each game. The visiting team has 24 hours to review and either accept or protest the pitching records in the app. After this period, the records become official and final.

5.5 Coaching Requirements: Coaches must complete a Vulnerable Sector Check and wear the Erindale red coaching shirt and grey hat on the field at first or third base. Parent helpers may assist in dugouts or bullpens at head coach discretion.

5.6 General Coaching Rules:

- No more than four (4) uniformed coaches per team.
- At least one adult coach or parent helper must remain in the dugout at all times.
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- Defensive coaches must stay inside the dugout except for mound visits or umpire conferences.
 - Offensive coaches occupy first and third base coach boxes only; others remain in the dugout.
 - Coaches may not leave dugout/bench during live play without umpire permission.
 - Coaches must remain within dugout, bullpen, or coaching boxes unless authorized, or they may face ejection.
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6. Home & Visitor Responsibilities / Game Duties

6.1 Field Setup: HOME TEAM must install bases and pitching rubber at least fifteen (15) minutes before the scheduled start.

6.2 Game Balls: HOME TEAM must provide one (1) new game ball, one (1) good used ball, and additional used balls as needed.

6.3 S1 Stadium Final Game Duties: The HOME TEAM of the final game must remove bases and store them in the designated green bin.

6.4 Facility Security (S1 Stadium): BOTH TEAMS must ensure all gates, batting cages, stadium lights, and clubhouse doors are secured and locked.

7. Playing Field Dimensions

- Base Paths: 60 feet
 - Pitching Distance: 46 feet from rear tip of home plate
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8. Uniform and Equipment

8.1 Uniforms: Players must wear league-issued hats, shirts (tucked in), and pants. Shorts are prohibited.

8.2 Protective Cups: All players must wear protective athletic cups.

8.3 Footwear: Metal cleats are prohibited; molded rubber cleats and running shoes are allowed.

8.4 Catcher's Equipment: Catchers must wear full gear during games and warm-ups.

8.5 Pitcher Warm-Up Safety: Anyone warming up a pitcher must wear a catcher's mask or helmet with cage.

8.6 Spotter: If the bullpen is located on the field of play, a spotter with a glove is required between the pitcher and the infield to ensure the pitcher's safety while warming up.

8.6 Approved Bats: Only USA Baseball (USABat) approved bats are permitted. USSSA and BBCOR bats are prohibited.



8.7 Illegal Bat Penalties: Use of an illegal bat results in a dead ball, batter out, and runners returning. A second offense in the same game results in the Head Coach's ejection.

9. Sportsmanship and Discipline

9.1 Sportsmanlike Conduct: All participants and spectators must act in a sportsmanlike manner.

9.2 Altercations: Any player leaving their position to join an altercation is ejected and may be suspended.

9.3 Ejected Individuals: Ejected persons must immediately leave the field vicinity for the rest of the game.

9.4 Related Spectators: If a related spectator is ejected, the Head Coach is also ejected for that game only.

9.5 Forfeiture: Teams may forfeit games or be removed from the league as necessary.

9.6 Suspension Policy: Ejected managers, coaches, or players are suspended for the next played game. A second ejection requires a Board hearing.

10. Play and Game Rules (Major Division)

10.1 Fair Play

- **10.1.1 Playing Time:** Each player is required to play at least one infield inning every three completed innings (regular season and playoffs). No player may sit twice before all players have sat once.
- **10.1.2 Starting Pitchers:** Starting pitchers must sit out the inning following removal if all players have already sat once. If removed earlier, coaches decide sitting timing. This applies only to starters. Secondary pitchers must sit once it is their turn.

10.2 Batting

- **10.2.1 Mercy Rule:** A 6-run per inning mercy rule applies innings 1–4. Innings 5 and 6 have no mercy rule. A game ends if, after 4 innings (or 3½ if home team leads), the run difference is 10 or more.
- **10.2.2 Strikeouts:** The batter is out after the third strike unless the catcher drops the ball.
- **10.2.3 Dropped Third Strike:** In the Major Division, the batter may run on a dropped third strike if first base is unoccupied or two outs exist. The catcher must tag or throw to first before the batter arrives.



- **10.2.4 Infield Fly Rule:** Infield fly is in effect with runners on first and second (or bases loaded), fewer than two outs, and a catchable fly ball by an infielder. The batter is out; runners advance at their own risk.
- **10.2.5 No Pinch Hitters:** No pinch hitters are allowed. Injured batters are replaced by the next batter with the existing ball/strike count continuing.
- **10.2.6 No On-Deck Batters:** On-deck positions are not permitted for safety reasons, meaning players cannot warm up with a bat outside the dugout.

10.3 Base Running

- **10.3.1 No Intentional Collisions:** Runners may not intentionally collide with catchers or fielders to dislodge the ball or gain advantage; doing so results in the runner being out.
- **10.3.2 Leading Off:** Runners may not leave the base until the pitch crosses home plate; early leads result in a warning then an out.
- **10.3.3 Stealing:** Stealing is allowed at all bases, including home, once the pitch crosses home plate.
- **10.3.4 End of Play:** A play ends when runners are out or stopped. When the pitcher controls the ball inside the pitcher's circle or on the mound, time out is implied.
- **10.3.5 Pinch Runners:** Pinch runners are only allowed if:
 - A runner is injured (last out runs for them).
 - The catcher is on base with two outs (last out runs to allow catcher to gear up).
- **10.3.6 Contact with Fair Ball:** Runners contacting a fair ball while advancing or returning are out.
- **10.3.7 Interference:** If a runner contacts a fielder attempting to field a ball, the runner is out for interference.
- **10.3.8 Fielders Yielding Base:** Defensive players not making a play must yield the base.
- **10.3.9 Sliding:** Only feet-first slides are allowed. Headfirst slides are automatic outs (ball dead) except when returning to a base.

10.4 Fielding

- **10.4.1 Avoiding Contact:** Fielders must avoid contact with runners when they are not attempting to make a play. Contact results in obstruction.
- **10.4.2 Obstruction:** An umpire calling "Obstruction" will allow the play to continue and will allow advancing runners bases as per their discretion.

10.5 Defensive Playing Roster

- **10.5.1 Nine or More Players:** Teams field six (6) infielders and three (3) outfielders.
- **10.5.2 Eight Players:** If only eight (8) players, two (2) outfielders are required.
- **10.5.3 Catcher/Pitcher on Base with Two Outs:** The offensive team must replace the catcher or pitcher on base with the last player put out.



10.6 Pitching

- **10.6.1 Pitch Count Rules:** Major Division follows Little League Canada pitch count regulations.
- **10.6.2 Completion of Batter:** If a pitcher reaches the pitch limit mid-batter, they may continue pitching to that batter until the at-bat ends, then must rest accordingly.
- **10.6.3 Pitcher/Catcher Restrictions:**
 - Pitchers throwing over 41 pitches cannot catch the rest of the game.
 - Catchers playing 4+ innings cannot pitch that game.
 - Pitchers reaching 40 pitches mid-batter may continue pitching and catch if no other batters faced; reaching 41 pitches disallows catching.
- **10.6.4 No Return to Mound:** Once relieved, a pitcher cannot return to pitch in the same game.
- **10.6.5 Balk Rule:** The balk rule is NOT in effect.
- **10.6.6 Intentional Walks:** In Major Division, intentional walks are allowed once per batter per game by Head Coach signaling the umpire, with no pitches thrown. No batter shall be intentionally walked more than once per game.
- **10.6.7 Coach Visits:** Unlimited coach visits are permitted. Each visit is limited to a maximum of one (1) minute once time-out is granted. Umpires may penalize intentional delays.
- **10.6.8 Warm-Up Pitches:** Returning pitchers get up to four (6) warm-up pitches; new pitchers get six (8).

10.7 Little League Pitch Count Summary: Pitchers must observe the following minimum rest requirements based on the number of pitches thrown in a game:

66+ pitches: 4 calendar days

51–65 pitches: 3 calendar days rest

36–50 pitches: 2 calendar days rest

21–35 pitches: 1 calendar day rest

1–20 pitches: 0 calendar day rest

League Age Max Pitches Per Day Rest Required

13-16	95
11-12	85
9-10	75
6-8	50



League Age Max Pitches Per Day Rest Required

Rest Days Based on Pitches Thrown:

Notes:

- No player may pitch three consecutive days.
- Pitch counts for rest start from the first pitch thrown to a batter.
- Pitchers may not start pitching to a new batter once the limit is reached.

11. Tournament Pitching Rules and Player Availability

•**11.1 Mandatory Rest Periods:** When entering or exiting tournament play, any pitcher who has pitched in a league or tournament game must observe a minimum from the last game pitched:

66+ pitches: 4 calendar days

51-65 pitches: 3 calendar days

36-50 pitches: 2 calendar days

21-35 pitches: 1 calendar day

1-20 pitches: 0 calendar days

11.2 Key Rules & Restrictions:

•**11.2.1 Maximum Pitches:** If a pitcher reaches the limit during an at-bat, they may finish pitching to that batter.

•**11.2.2 Rest Definition:** "Days of rest" are calendar days, not 24-hour periods.

•**11.2.3 Rest days** are calculated beginning on the calendar day immediately following the game in which the pitcher last appeared.

•**11.2.4 Pitch counts and required rest days** apply regardless of whether the pitcher reaches the maximum inning limit.

11.2.5 Pitching Counts and App: Pitching records must be inputted by the Home Coach into the Erindale Pitch Count App immediately after the completion of each game. The visiting team has 24 hours to review and either accept or protest the pitching records in the app. After this period, the records become official and final.

We ask coaches from Little League / House League and All-Star teams to communicate and work together with parents or guardians regarding player usage.



Major Division Playoff Rules:

12. Playoff Format

12.1 Playoff Structure: Playoffs are a double knockout format until the Championship game.

12.2 Championship Game: The Championship is a one-game, winner-take-all final.

12.3 Seeding: Seeding for playoffs is based on regular season standings.

12.4 Tie-Breaking Procedures

If two or more teams are tied in the standings, the following criteria shall be applied to determine seeding:

12.4.1 Head-to-Head Record: The team with the better win-loss record in games played among the tied teams shall receive the higher seed.

12.4.2 Run Differential: The team with the higher total run differential (runs scored minus runs allowed) in games among the tied teams shall receive the higher seed.

12.4.3 Runs Allowed: The team allowing fewer runs in games among the tied teams shall receive the higher seed.

12.4.4 Coin Toss: If teams remain tied after applying the above criteria, a coin toss or random draw shall determine the higher seed.

13. Home Team Designation: For all playoff games except the Championship, the higher-seeded team based on league play is the home team.

•For Championship games, the home team is determined by coin toss.

14. Playoff Time Limits, Dead Ball, and Suspended Games

14.1 Inning Start: No new inning begins after 1 hour and 45 minutes from the scheduled start time unless the game is tied.

14.2 Completion of Inning: Once a new inning starts, it must be completed until a winner is decided.

14.3 Extra Innings: For innings starting after the two-hour dead ball mark with a tied game, the extra runner rule applies: the last batter of the previous inning starts each extra inning on second base.

14.4 Suspended Games: If the umpire calls dead ball due to weather, darkness, or unsafe conditions, the game is suspended and resumed later or immediately on another field if available.

14.5 Rescheduling: The league scheduler and VP of Baseball determine rescheduled dates and times based on field availability, not player availability.

14.6 Continuation: Batting and fielding orders continue unchanged as if the game had not stopped.



14.7 Call-Up: Call-ups may replace absent players starting from the top of the batting order downward.

14.8 Batting Order Adjustment: If a batting order position cannot be filled, the order moves up by one spot from bottom to top, preserving sequence.

14.9 Minimum Players: Eight (8) players are required for playoff games; otherwise, the game is forfeited.