



Majors Division 2013

RULES OF PLAY

- 1) The regular season playing rules for Majors are as described in the Official Regulations and Playing Rules of Little League Baseball for the current year.
- 2) The following options are shall be observed for 2013:
 - a) Rule 4.10(e), the “10-Run rule,” shall be observed in this division
 - b) Rule 4.04, the option for continuous batting order, is observed in this division
 - c) Section V(c), the option for ‘pool players’ shall be implemented
- 3) The decision to suspend or call a game for safety reasons due to darkness or other unfavorable conditions shall be at the sole discretion of the plate umpire
 - a) As guidance, play shall be suspended sometime between Sunset and Civil Twilight, approximately 25 minutes after Sunset (refer to www.sunrisesunset.com/usa/california.asp).
- 4) The official time of the games shall be kept by the plate umpire
- 5) Should the umpire fail to suspend the game within this timeframe, it is not grounds for a protest
- 6) Once a game is suspended, the remainder shall be scheduled for completion at a later date and time



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GROUND RULES

The Ground Rules for Serra #1 (Bob Bernhardt Field) are as follows:

1) Field Definition

- a) The field is not fully enclosed
- b) There is a backstop, fence to the dugouts on the 1st and 3rd base sides and an outfield fence extending approximately 15 feet beyond the 3rd base foul line to approximately 15 feet beyond the 1st base foul line
- c) There are non-enclosed sides beyond the dugouts to the outfield fence
- d) The *Dead Ball Area* shall be defined as the area beyond an imaginary line extended along the front of the 1st or 3rd base dugouts to an intersection with the outfield fence
- e) The *Bull Pen*, or pitching warm-up area, shall be within the field of play at the farthest point from the infield where the outfield fence intersects the projection of the Dead Ball Area line
 - i) The catcher's position shall be with his back to the outfield fence extension and the pitcher facing away from the infield.
 - ii) A player with a glove and batting helmet shall be positioned facing the infield to protect the pitcher and catcher from errant batted and thrown balls

2) Ground Rules

- a) Any batted fly ball adjudged to be within the playing field that is caught by a fielder whose momentum carries him into a *Dead Ball Area* is live, the batter is out and all runners may tag and advance at their own risk - ("Catch and Carry Rule")
- b) Any batted fly ball adjudged to be within the playing field that is caught by a fielder who falls into or within a *Dead Ball Area* is dead, the batter is out and all runners are awarded one base from their base at the time of the pitch
- c) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder still within the playing field is live, the batter is out and all runners may tag and advance at their own risk.
- d) Any batted fly ball adjudged to be over a *Dead Ball Area* and caught by a fielder who is also in the *Dead Ball Area* shall be ruled "no catch," the ball is dead and no runner may advance.

3) Pre-Game Activities

- a) The "Home" team shall occupy the 3rd base dugout, the "Visiting" team shall occupy the 1st base dugout
- b) The Visiting team shall have use of the infield/outfield for warm-up from 25 to 15 minutes prior to the start of the game
- c) The Home team shall have use of the infield/outfield for warm-up from 15 to 5 minutes prior to the start of the game
- d) The managers and umpires of both teams shall meet at home plate to exchange line-ups and discuss ground rules 5 minutes prior to the start of the game



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MAJORS DIVISION CHAMPIONSHIP

- 1) The Majors Division championship shall be determined by a double-elimination tournament played among all the Majors teams at the end of the season. The following rules apply to tournament seeding;
 - a) The tournament will be seeded according to the regular season standings
 - b) If two or more teams are tied, the seeding will be decided by their record in head-to-head games
 - c) If the head-to-head record is tied, seeding will be decided by coin flip
- 2) Should *Force Majeure* (acts of God) prevents some, or all, Majors teams from completing comparable schedules, and/or at least 50% of the season's schedule, the standings will be disregarded and the Board of Directors shall determine the seedings for the championship tournament. The Board shall conduct a random draw or other such method of pairings to determine a League Champion competition.
- 3) The Board reserves the right to review this policy annually
- 4) Responsibility for Field Preparation shall be determined as follows:
 - a) For each game, the lower seeded team shall prepare the field in accordance with the Serra document Preparing The Baseball Diamond For A Game prior to game, and the higher seeded team shall decommission the field following its conclusion
 - b) Should both teams have equal seeding, the field preparation shall be determined by a coin toss
- 5) The Home/Visitor team shall be determined by coin toss.
 - a) The winner of the coin toss shall choose one of the following:
 - i) Home/Visitor
 - ii) Choice of dugout
 - b) The loser of the draw shall select the remaining choice
- 6) All play and pitching rules for this tournament shall comply with the ***Official Regulations and Playing Rules*** of Little League Baseball for the current year unless the Board explicitly approves otherwise