



2025 Majors Division Supplemental Rules / Reference

I. Game Duration

- A. A regulation game consists of six innings.
- B. No inning shall start two hours after the official start time of the game.
 - 1. The next inning begins immediately after the last out of an inning, not at the time the next pitch occurs.
 - 2. The home plate umpire shall keep the official time and shall be the interpreter of the two-hour time limit.
- C. If an inning is started and the game is called due to darkness, weather, or other unsafe conditions, the score will revert to the score at the completion of the last full inning.
 - 1. If a game is called, it is a regulation game if:
 - a) Four innings have been completed.
 - b) The game has been played for two hours.
- D. Run Rule: Game shall be considered a complete official game if one team is ahead 15 runs after 3 complete innings or 10 runs after 4 complete innings.
 - 1. If the home team is leading, they do not need to bat in the bottom of the final inning.

II. Scoring

- A. All games must be scored using the GameChanger mobile application.
 - 1. GC scoring is the responsibility of the Home Team.
 - 2. Starting lineups should NOT be entered by the away team prior to the game.
 - 3. Please see the recommendations provided by GC.
- B. Pitch counts and scores will be confirmed by managers at the conclusion of each half inning to ensure transparency and agreement.
- C. It is the responsibility of both coaches to confirm that the GameChanger scoring and pitch counts are accurate. Any challenge to scoring or pitch counts must be communicated to the division VP within 24 hours of the completion of the game.

III. Player Participation

- A. Fielding
 - 1. Barring injury, each player must play the field at least every other inning and a minimum of three innings per game (or half the game, if less than six innings are played).
 - 2. Players should be rotated from the infield to outfield each inning, so that players do not play consecutive innings in the outfield (barring legitimate player-safety concerns).
 - 3. The infield fly rule is in effect.
 - 4. Seven players must be present at the start of a game for the game to be official.
 - a) In the event a game is played with seven or eight players, an outfielder may be borrowed from the opposing team.
 - (1) If one player is borrowed, the borrowed player will play the outfield position closest to their team's dugout for ease of rotation.

- (2) If two players are borrowed, they shall play the corner outfield positions.
- (3) The borrowed player(s) will be the last recorded out(s) by the lending team for ease of rotation.
- (4) The borrowed player(s) will be instructed to play their best. Everyone understands that this is a difficult position, but we are making this concession for the benefit of the players and families that are present, to avoid penalizing them for those who are absent.
- (5) If less than seven players are available to play, the team without sufficient players will forfeit. In this instance a scrimmage may be played for the benefit of the players and families present.

B. Batting

1. The batting order shall be made up of every player that comes to the game. Players will bat in this order regardless of defensive alignments in any given inning.
 - a) Players that arrive after the lineup has been exchanged (regardless of the inning) will be added to the end of the batting order.
2. If a player becomes ill or must leave the game site after the start of the game, the team will skip over that player when his / her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
3. Bats should not be handled in the dugout.
4. On-deck batters are not permitted.
5. There is no restriction on the number of bunts per inning.
6. Batters may advance on dropped third strike when:
 - a) There are less than two outs and first base is unoccupied by a baserunner.
 - b) There are two outs (regardless of whether or not first base is occupied).

C. Base Running

1. Stealing is permitted.
 - a) There is no limit on the number of steals per inning.
2. Baserunners may continue to advance until time is called.

D. Pitching

1. Walks
 - a) Intentional walks are prohibited.
2. Batters Hit By Pitches
 - a) If a pitcher hits three batters in one inning, or five batters in a game, the pitcher shall be automatically removed from the game as a pitcher.
 - (1) The player that is removed may play another position.
3. Pitcher / Catcher
 - a) Any player who has played the catcher position in four innings may not pitch in that game.
 - (1) Once a pitch has been thrown to the catcher in his 4th inning the player is considered to have caught in 4 innings.
 - b) Once a pitcher has thrown 41 pitches in a game that player cannot play the position of catcher in the game.
 - c) A player who played the position of catcher for three innings or less and moves to the pitcher position and delivers 21 pitches or more may not return to the catcher position on that day.
4. Once a pitcher has been removed from the mound, he/she cannot return as a pitcher.
5. Pitch Counts
 - a) A rest day is defined as one full day following the day that the player pitched.
 - b) The maximum number of pitches is 75 on a calendar day.
 - c) Pitch totals and mandatory rest:
 - (1) Under 21 pitches: no rest required.

- (2) 21-35 pitches: 1 day of rest required.
 - (3) 36 to 50 pitches: 2 days of rest required.
 - (4) 50 to 65 pitches: 3 days of rest required.
 - (5) Over 66 pitches: 4 days of rest required.
 - (6) Example: a pitcher who throws 40 pitches on Monday is not eligible to pitch again until Thursday (must rest Tuesday and Wednesday).
- d) Threshold exception: If a pitcher reaches the pitch limit for maximum pitches or rest requirement while facing a batter, the pitcher may continue to pitch and still be considered within the threshold until any one of the following conditions occurs:
- (1) The batter being faced reaches base.
 - (2) The batter being faced is put out.
 - (3) The third out is made to complete the half-inning.
 - (4) Example: pitcher exceeds 35 pitches during an at-bat, and then throws 3 additional pitches to retire the batter. The pitcher's correct pitch count is 38, but pitcher is considered to be withing the 35-pitch count threshold for rest (1 day).
- E. Coaching
1. Only 3 coaches will be permitted in the dugout during a game.
 2. If necessary, a player may be used as a base coach.
 - a) Player must be wearing a helmet.
 - b) This is not permitted by a team leading by 5 runs or more. (This is not to be an act of disrespect toward the opposing team, or a communication of indifference).
 3. Coaches must have submitted the League Volunteer Form and be appointed by the board.
 4. At least one coach must always be present in the dugout.
 5. Pitch counts and scores shall be exchanged and confirmed by managers at the conclusion of each half-inning for transparency and agreement.
 6. Managers are responsible for their team, their dugout, and their parents / spectators.
 - a) Unruly spectators must be addressed (and removed if necessary) for the game to continue.
 - b) Trash and unclaimed items must be removed from dugouts following each game.
- F. Umpires
1. West Islip Little League has a zero-tolerance policy regarding our youth umpires.
 - a) Any arguments with or disrespect of youth umpires will be cause for suspension.
 - (1) Manager is responsible for the behavior of spectators.
 2. Managers shall confer with umpires at home plate only unless otherwise directed by umpire.