

2012 Big League - Rules

NOTE: All the Official Regulations and Playing Rules of the Big League Division of Little League Baseball are in effect, except as modified by the following:

1. Any changes in scheduled games for rainouts must be agreed upon by the coaches involved and made up as soon as possible. Changes must be communicated to the convenor within twenty-four hours. Any game not completed by the end of the season is subject to Article 11c) of the constitution (Note: Article 11c states that... 'At the end of the schedule, any game not completed, will be considered a loss to both teams. Under certain circumstances, this is subject to a ruling by the Chairperson/DA District 6').
2. Home team coaches are to notify the convenor and the visiting team's manager and umpire scheduler no later than one hour prior to game time, if their game cannot be played due to field or weather conditions. If no notification and the umpires arrive at the field, and the game had been cancelled or postponed the umpires **WILL BE** paid. Once a game has commenced only the umpire shall be the sole judge as to when and whether a game must be suspended due to unsuitable weather conditions or the unfit condition of the playing field. Waiting periods are outlined in the Rule book. The **HOME** team will supply the game balls for each home game.
3. Any player or coach ejected from a game must serve a mandatory one-game suspension. A disciplinary hearing may be convened by the Big League Chairperson/DA District 6 and further action may be taken. Ejection of players and or coaches from a game will be reported to the District 6 Big League convenor and the Chairperson/DA District 6 immediately following the game. Reporting will be the responsibility of the home plate umpire or the umpire crew chief of that game AND also the manager of the affected team. The District 6 Big League Discipline Code will be used as the basis for consequences.
4. A team with fewer than eight players dressed fifteen minutes past the published game start time shall forfeit the game. The score will be entered in the records as 7-0. If the team has exactly eight players, there will NOT be an automatic out for the missing ninth player, however a team falling below eight players due to ejection will forfeit the game, regardless of the score at the time of ejection.
5. In order to prevent injuries, contact between players must be avoided. Failure to do so may result in the offending player being ejected from the game. Any intentional contact or attempt at intentional contact will result in immediate ejection from the game and the offending player will be subject to rule 3 above.
6. Any player warming up a pitcher must wear a Little League Regulation face mask and helmet. Only a player may warm up a pitcher.
7. A game is considered valid when five innings have been completed (four and one-half if the home team is ahead). If a game must be abandoned due to darkness or bad weather, and less than five complete innings have been played (less than four and one-half if the home team is ahead), the game shall be resumed at the exact point at which it was abandoned and played to completion. If the home team is

ahead and more than four and one-half but less than five complete innings have been played, the score in effect at the time of abandonment will stand. If five or more innings have been completed, then the provisions of Schedule "A" will apply.

8. A game which ends in a tie will stand as a tie. The two teams will be awarded one point each in the standings.
9. A new inning cannot be started after two hours and fifteen minutes (2 hrs & 15 mins) of play, or after 11:00pm (10:45pm at Heritage Park or Kinsmen #1), whichever comes first.
10. There is free substitution at all positions. (Change for 2004: Rule 3.03 b) and c) will apply.)
11. All players dressed for the game will be in the batting order. This will include play-off games.
12. Protested games will only be considered when based on a violation or interpretation of a playing rule or use of an ineligible player. No protests will be considered based on an umpire's judgment call.
13. 16 year old players may be used in big league. A 16 year old player who is part of the regular big league team roster is eligible to pitch. However, a 16 year old player who is called up (from a senior team) is not eligible to pitch in a big league game to which he/she has been called up. As well, each 16 year old player who is called up must play a defensive position for a minimum of nine consecutive outs and bat once.
14. Each team in the league may have up to three (3) 19 year old players (that is, players with a league age of 19 - one year above the Big League age limit) on the player roster. All 19 year old players on a big league team roster are NOT eligible to pitch in any game. All overage players shall be designated and listed on the big league team rosters that are sent to the Chairperson/DA and Convenor of the District 6 Big League committee. Overage players are not eligible for Tournament play.
15. Team standings will be determined on the basis of winning percentages. A tie breaker will be determined by the team with the highest number of wins.
16. Games not played as scheduled are to be made up as soon as conveniently possible for the two teams. If an agreement cannot be achieved on the time and location, the Chairperson/DA District 6 is to be notified by the teams involved, and will establish a time and location.
17. At the end of each game, the coaches are to compare and verify each other's score and pitching records. BOTH teams must then call in or e-mail the District 6 Big League convenor within twenty-four hours of each game, with the score and the pitching records. It is important to communicate the score as soon as possible. This information will be used to produce up-to-date standings for newspaper publication as well as your own knowledge. The game results and pitching records will be provided to Homer who will post this information on the website.
18. Schedule "A" below is for use during regular season play (when necessary) to determine the end of a game and the final score. Teams should consult the District 6 Big League convenor about the playoff format(s).

SCHEDULE A

Games abandoned after 5 or more innings for darkness or bad weather.

SCORE AT END OF LAST COMPLETED INNING	SITUATION WHEN GAME ABANDONED	OUTCOME
HOME TEAM AHEAD	Away team at bat, regardless of additional scoring.	Score reverts to last completed inning.
HOME TEAM AHEAD	Home team at bat, regardless of additional scoring.	Score stands as per time of abandonment (Home Team wins).
AWAY TEAM AHEAD	Away team at bat, regardless of additional scoring.	Score reverts to last completed inning.
AWAY TEAM AHEAD	Home team at bat, still behind in score.	Score reverts to last completed inning.
AWAY TEAM AHEAD	Home team at bat, scored enough runs to tie game.	Score stands as per time of abandonment (tie).
AWAY TEAM AHEAD	Home team at bat, scored enough runs to go ahead in the score.	Score stands as per time of abandonment (Home Team wins).
TIE	Away team at bat, regardless of additional scoring.	Score reverts to last completed inning (tie).
TIE	Home team at bat, score still tied.	Score stands as a tie.
TIE	Home team at bat, scored at least one run to go ahead in the score.	Score stands as per time of abandonment (Home Team wins).

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