



Mountain House Little League House Rules

Division: Majors

Game Play:

1. Games are limited to six innings.
 - a. No new inning shall begin after 2.5 hours from the start time.
 - b. If the "last" inning begins before the time limit, that inning shall be completed.
2. No single inning run limit
3. Games can end in a tie. League record will be calculated with a ½ game credit for each team.
 - a. Games called by the umpire due to time limit, darkness, or elements will be considered a complete game if 4 innings (or 3.5 if the home team is ahead) have been completed. All incomplete games will be played the next available day at the discretion of the Board of Directors. The incomplete game will pick up where it left off.
 - b. 15- run mercy rule in effect after three innings or ten runs after four innings.
 - c. Intentional Walk: Defensive teams will be able to elect to intentionally walk a batter by being granted time, then announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.
4. Rule 6.08(a)(2): This revises the intentional walk rule so that a player may only be intentionally walked by announcing the decision to the plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game
5. The batter and baserunners will always wear batting helmets. If a player voluntarily removes their helmet, the player will be called out.
6. Catcher must wear a face mask, cup, and throat protector, including pitcher and infield warm-up.
7. Coaches warming up of a pitcher on the sidelines or the mound is permitted.
8. Mandatory play requirements. Continuous batting order applies (mandatory), meaning all players bat whether they are playing a defensive position or on the bench. Regulation IV- Every rostered player at the start of a game will participate in each game for a minimum of six (6) defensive outs. A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. If a player does not play (6) defensive outs the player must start the next game on defense.
9. If the batter throws the bat, they will receive a warning on the first bat throw. After the batter has been warned, any subsequent bat throws will result in the batter being removed from the game on both offense and defense. Should the manager not remove the batter, he/she will be ejected from the game and be suspended for the following game per Little League International rules.
10. BATTERS BOX RULE IS IN EFFECT see Green Book.
11. No on deck batters are permitted outside of the dugout.

12. Bunting is allowed. Slash bunting, however, is not allowed. The pitch will be called a strike on the first offense. The Managers of both teams will be warned. A second offense by either team will result in the offending player being called out.
13. Sliding is permitted. Sliding headfirst will be called out, unless returning to the bag.
14. Uncaught third strike rule applies.
15. Stealing bases are allowed once the pitch has crossed home plate. Runners may advance at their own risk until the umpire calls time or the pitcher is ready to pitch the ball and the catcher is set and ready to receive the ball. Stealing is permitted on passed balls.
 - When a baserunner leaves the base before the pitched ball has reached home plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results
 - When a baserunner leaves the base before the pitched ball has reached home plate and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The Umpire shall determine the base value of the hit ball.
 - When any base runner leaves the base before the pitched ball has reached home plate and the batter bunts, hits a ball within the infield or advances on an uncaught third strike, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.
16. Base runners are not allowed to lead off.
17. "Hurry up" rule will be in effect. If the catcher or pitcher of the next inning is on base with two outs, a substitute runner shall be used. Said runner shall be the player who made the second out. This will allow the catcher to put on all safety equipment prior to the end of the inning.
18. If a player is recorded in the lineup at the start of the game and the player is absent when it is time to bat, it shall be recorded as an out each time it is that player's time to bat.
19. If a player is injured, or becomes ill, or must leave the game site after the start of the game, the team will skip over him/her 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.
20. If a player arrives late to the game the manager may put him/her at the end of the batting order without penalty (4.04). There must still be enough game time left for the player to play six defensive outs (4.01d).
21. If a team is short one player, the manager can ask the opposing team for one player to play on defense only. Note: the manager has the ability to refuse lending a player to the opposing team. This player will not play the position of pitcher, catcher or infielder.
22. If a team does not have a minimum of eight players and it has been 15 minutes after the scheduled start time, the umpire shall declare a forfeit.
23. "Infield fly" rule applies.
24. "Un-caught 3rd strike" rules (6.09b) applies.
25. Pitchers are allowed to wear a sleeve, as long as it is not a white or gray color. If a pitcher comes into the game wearing a white or gray sleeve, the umpire will call timeout and the game will not continue until the pitcher removes the sleeve.

26. Pine tar is allowed starting in 2026.
27. Pitch limits are strictly enforced and are the responsibility of the Head Coach. Head Coaches are expected to be proactive in knowing a player's pitch count to ensure the pitcher does not exceed their pitch limit. Pitch limits can be found in the Little League International rulebook under Regulation VI, section C. If this occurs, the following actions will be taken:
 - i. The first occurrence will result in a formal warning to the Head Coach. Repeated violations of exceeding pitch limits will result in further disciplinary action.
 - ii. Should a player exceed his or her pitch limit during a game, they will be required to refrain from pitching for a minimum of ten days. This rule is in place for the safety of the player.

Coaches:

1. A maximum of three (3) adults will be permitted to act as manager/coaches on the field per team/game.
2. Two adults or one adult and one player (player must wear batting helmet) base coaches are allowed on offense. No coaches are allowed on the field on defense. One bench coach is required. There must be at least one adult in the dugout.
3. Swearing, foul language, derogatory or inflammatory statements by Managers, Coaches, players, or parents is grounds for immediate ejection and suspension. If you observe any of these occurring, please notify a manager/coach or contact a member of the Mountain House Little League at www.mountainhouselittleleague.com and we will deal with these issues.
4. Home team provides an "official" Scorekeeper to track: Innings, outs, runs, lineup, & pitch counts.
5. The home team is responsible for keeping the official score of the game. Scorekeeping will not be kept on the field or in the dugout. It is the manager's responsibility to have a scorekeeper. If there is no scorekeeper, the manager or assistant coaches will have to keep score outside of the field of play.
6. Lineup cards will be used and distributed to the other team, the official scorekeeper and umpire prior to the start of the game. Once the lineup has been submitted, it is official.
7. Managers are required to send an email to the Player Agent with updated scores and player pitch counts no later than midnight on game day. If scores and pitch counts are not sent in, the pitchers rest period will be set to the maximum rest days.

Field Setup/Cleanup:

1. The home team will be required to prep the field for the game.
2. The visiting team will put away the bases after the game and all field equipment.

Not putting the equipment away results in major losses of our equipment yearly. It is everyone's responsibility to maintain the league's property. If you notice that equipment is not properly put away, put it away or contact someone on the Board to secure the equipment.