

# RIVIERA LITTLE LEAGUE

## 2026 MAJOR DIVISION RULES

### **A. Philosophy**

The Major Division is one of Riviera Little League's highest levels of competitive baseball, including League standings, playoffs and All-Star selection. It is the responsibility of coaches to balance competition with fairness, learning, sportsmanship, and fun, so that all players are likely to continue playing baseball and participating in athletics in general.

### **B. Rules**

#### **1. Pitching –**

- a. All pitching rules shall follow LLI guidelines unless specifically noted below.
- b. **If a pitcher pitches more than the 50-pitch threshold in a game, he must get one game rest.**

#### **2. Batting –**

- a. All batting rules shall follow LLI guidelines.

**6. Player Rotation** - No player shall sit a second inning until every player has sat at least one inning with the exception of the starting pitcher (as long as he remains in the game on the mound- once removed from the game the pitcher will sit out his/her turn the next full inning prior to anyone sitting two innings), or injury which results in the player exiting the game. No player shall sit a third inning until every player has sat at least two innings, with the exception of the starting pitcher as described above.

- a. Penalties for failure to follow this participation rule are:
  - i. **First Offense:** Written warning issued to the coach. The player shall start the next game and play the entire game defensively to make up for the previously denied playing time. The player who did not sit must also be the first player to sit once and if applicable twice.
  - ii. **Second Offense:** The coach shall be subject to discipline by the Board of Directors. The player's playing time shall be made up in the same manner as stated above.

# **RIVIERA LITTLE LEAGUE**

## **2026 MAJOR DIVISION RULES**

iii. During the playoffs there is NO circumvention of the player rotation rules, period. Upon being notified by the opposing manager that a team is in violation of this rule, the violating manager will be given the ability to update their lineup immediately to come into compliance. If they fail to do so, or if they can't agree with the opposing manager on a reasonable resolution, the opposing manager can ask the board member on duty to issue a win by forfeit. The official scorekeeper will maintain the official record of player rotation by inning.

**8. Sliding** – A runner must avoid contact at any base where a play is being made or likely to be made. There is no “must slide rule.” (See LLI)

**9. Coaches** - A team shall have no more than **three adults allowed on the field** once the game starts. There must always be one adult coach in the dugout. All adults in direct contact with players either in game or practice must be background checked by Riviera Little League. Violations of this rule will result in a coach suspension and/or removal at the discretion of the President.

**11. Forfeit** – If a team does not have eight (8) players on the field, ready to play at game time (refer to the umpire's watch), the game will be forfeited by that team. a. If one or both teams have less than nine (9) players, the following will occur:

i. Team managers may borrow players, of equivalent or lesser draft round, from other teams within the division. If multiplayers are missing, coaches shall replace their players in order from lowest to highest draft picks. Replacement players must play the entire game in the outfield and bat last in the lineup. The replacement player must be approved by the opposing coach and Division Player Agent.

ii. To ensure there is a pool of replacement players at similar skill level, all players drafted in the last three rounds of the draft will be eligible to replace any players on other teams. Players drafted in earlier rounds will follow normal player replacement requirements.

iii. Undrafted players are not eligible to be used as replacement players.

iv. A team may play a game with 8 players, however an out will be recorded for the missing batter for every missed at bat in that spot in the order. If any team has less than 8 players at any point in the game, they will forfeit the game.

# RIVIERA LITTLE LEAGUE

## 2026 MAJOR DIVISION RULES

v. If eight defensive players are on the field, the last out on the offensive team will play in the outfield closest to their dugout. At the start of the game, the player chosen will be the last player in the batting rotation.

vi. Managers cannot choose to forfeit a game unless the above forfeit criteria are met. Managers who violate this rule will be subject to discipline by the Board of Directors.

**12. Protests** – All protests will be reviewed and ruled on by the RLL Board of Directors.

**13. Scorekeeping** – Only the home team’s scorekeeper will be recognized as official.

**14. Uniforms** - Teams must wear uniforms provided by RLL (i.e. jersey w/LLI Patch, hat, belt and socks) at all RLL games, unless specifically approved by the RLL Board of Directors. Coaches cannot force, encourage, or circumvent league issued apparel by directing or encouraging parents or players to purchase items other than league provided items (jersey, hats, belts and socks). Only a player’s last name can be put on the player’s jersey – no first names or nicknames are acceptable.

**15. Injuries** – Any player leaving a game because of an injury MUST have an incident and injury report filed with RLL’s Safety Officer. The player’s coach will be responsible for overseeing that this happens at the conclusion of that game. Any player leaving the game due to injury will not be allowed to re-enter that game. When a player leaving causes the roster to drop below 8 players the forfeit rules will apply. If the injured player reaches a base, then a pinch runner will be allowed. The team will substitute with the player that made the last out.

# **RIVIERA LITTLE LEAGUE**

## **2026 MAJOR DIVISION RULES**

**16. Game Length** – The game length will be six (6) innings or no new inning after 110 minutes, and a drop-dead time limit of 135 minutes. In the event the game is tied after six innings, and the 110-minute threshold has not been exceeded, the game will continue subject to the timelines described above.

A. If the Drop-Dead time limit is reached, then the score will revert to the previous complete inning's score. Note: In the case that the home team ties the score in the last inning of play when drop dead time limit is reached, the score will stand & not revert to the last inning score.

B. If there is a 10-run differential after the 4<sup>th</sup> inning a mercy rule will end the game.

**17. Playoff Rules** - All Little League and Riviera Major Division regular season rules are in effect, except for the game length time limit – playoff games will not have a time limit. In the event of a tie, starting with the 8th inning or any new inning after time expired, each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. The Major Division shall play a playoff system to determine a division champion. The regular season standings determine the seeds for playoffs.

a. In the event of ties, the following tiebreakers shall apply:

i. The team with the better head-to-head record shall be the higher seeded team.

ii. If still tied, then the team with fewer total runs allowed head-to-head shall be the higher seeded team.

iii. If still tied, then a coin flip will determine the higher seed.

During all rounds of the playoffs the higher seeded team will be the home team.