

# Jimmy Fund Little League Program (West)

## Major Division, 2016 Rules

(Current as of 6/24/16)

Standard Little League Majors Division Rules apply unless otherwise noted below

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**Note. 2016 is the first year that the Jimmy Fund League will play on the 50/70 field. The rules below have been agreed to by the town leads for each of the Jimmy Fund towns, and are a combination of standard Little League Majors rules, with some “big diamond” rules added in (these “big diamond” rules are in bold text).**

**Because this is the first year that these rules are being used, some aspects of the rules may need to be modified, as we gain experience with the 50/70 field for this age group. Coaches’ understanding is requested, as is their constructive feedback.**

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1. All teams must wear hats provided by the Jimmy Fund Little League Program.
2. Bats must be approved for Little League Majors Division. Bats shall not be more than 33 inches in length nor more than 2 1/4" in diameter. Non-wood bats must be labeled with a BPF (bat performance factor) of 1.15 or less. 2 5/8" (BBCOR) bats used on the big diamond will not be permitted during the summer season. This is a safety-related rule and there will be no exceptions. For more information and a list of currently eligible bats, please see the Little League website, available at this link: [http://www.littleleague.org/Assets/forms\\_pubs/batlists/master.pdf](http://www.littleleague.org/Assets/forms_pubs/batlists/master.pdf)
3. The roster size for the regular season is unlimited. For the end-of-season tournament, only players who participated in at least two of their team’s regular season games will be eligible.
4. Eight players are required to begin the game. If you only have 8 players, the 9<sup>th</sup> spot in the batting line up is not an out.
  - a) A team may use substitute player(s) for the playoffs, only if necessary to ensure having nine players. Substitute players should be chosen that approximate the skill level of the missing players, or have a lower skill level. In other words, a team should not improve by use of substitute players. In no event should Bay State players be added to a team for the playoffs as substitute (or additional) players. Managers should approve their substitute players with their town lead, and the town leads will work in good faith to ensure that the competitive posture of the team is not improved by use of substitute players. Substitute players may not pitch.
5. Mandatory Play. All available (i.e., rostered, uniformed, in attendance, and not injured) players must play. Coaches should make every effort to ensure that no available player sits out consecutive innings, and that no available player sits for more than two innings per game.

Additionally, no player shall sit for a second inning, until all other players have sat for at least one inning. All players must play at least one inning in the infield (including pitcher and catcher as infield positions) in each game. The league suggests that all players play at least two innings in the infield, but if safety concerns warrant it, the manager may choose to limit it to one inning in the infield for a player.

- a) Teams may narrow their roster to a more workable number on a game by game basis, if they believe it contributes to a better experience for the kids on both sides of the diamond. If they wish to do this, teams should rotate their players in a way that gives approximately equal playing opportunity during the season (including the playoffs) to all players, and which does not purposely strengthen the team for the playoffs.
6. **Batting Order.** All available players shall be placed in a continuous batting order for that game. A player arriving after the pre-game home plate conference must be placed at the end of the batting order. The batting order can be revised for each game.
  7. **Pitching *Limits*:**
    - Players who are Little League age 11 or 12 are limited to 85 pitches per day. Note that if a pitcher reaches the maximum while facing a batter, he or she can continue to pitch to that batter until the batter reaches base, the batter is put out, or a third out is made elsewhere to complete the inning. Note that pitch count limits still apply in the playoffs.
    - Mandatory days of rest:
      - 1-20 pitches in a day – no calendar day of rest is required.
      - 21-35 pitches in a day – one calendar day of rest is required.
      - 36-50 pitches in a day – two calendar days of rest are required.
      - 51-65 pitches in a day – three calendar days of rest are required.
      - 66 or more pitches in a day – four calendar days of rest are required.
    - For clarity, a day of rest means a day without pitching. For example if a player pitches 25 pitches on Wednesday, then they would not be eligible to pitch on Thursday (that's their day of rest), but could pitch Friday.
    - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
    - A pitcher once removed from the mound may not return as a pitcher.
    - Pitch Counters. Each team need to have a designated pitch counter during the game and should count both teams' pitches. Between each inning both teams' pitch counters need to confirm the pitches thrown and that total should be recorded for each inning.
  8. **When there are less than two outs and first base is unoccupied or when there are two outs, and a third strike is not caught by the catcher, then the batter may attempt to advance to first base. To record an out the defensive team must either tag the batter or throw the batter out at first base.**
  9. **Leading off base and stealing are allowed, including stealing home. The runner does not need to wait until the ball crosses home plate to leave the base.**

10. Sliding. We will follow LL rules on Obstruction and Interference. On the matter of sliding, a player may not crash into another player; he must slide or avoid and be careful not to interfere when avoiding. By the same token, a defense player should never be in the way unless he is fielding a batted ball. If the *fielder* is in the way, a runner should avoid flagrant or malicious contact and rely on the umpire to recognize the Obstruction and protect him to the appropriate base.
11. It should be noted that teams are allowed to make substitutions from the bench during an inning, though this will ordinarily only be done to relieve a pitcher that is in need of relief, and not to, for example, shore up the defenses when a strong hitter comes to the plate.
12. **Balks will be called; however, pitchers will receive two warnings before being penalized for their third balk. Balks should only be called in blatant situations, and umpires or coaches are encouraged to provide coaching to pitchers about the reasons that a balk is being called. It should be noted that for many players, this is the first time that they are playing under balk rules.**
13. Time and run limits
  - a. Mercy Rule: 15 run lead at the end of any inning after the 3rd.
  - b. No new inning can start after 2 hours from the first pitch of the game.
14. In the case of a regulation game that is terminated during an inning (e.g., in the case of darkness or weather), standard Little League rules apply (rule 4.11d). For clarity, that rule reads:

A called game ends at the moment the umpire terminates play. Exception: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations: (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning; (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.
15. In the playoffs, if a regulation game is halted at the end of an inning when the score is tied due to weather or darkness, or when reverting to the score at the end of the previous inning as described in section 14 results in a tie, then the game shall be resumed the next day, or at a time to be determined by the town leads. At that time, the game will resume from the spot at which it was halted, and will continue until a winner is determined. All other rules will be in effect as if the game had not been halted (e.g., a pitcher that pitches in the game on day one but who had finished his/her pitching turn, will not be able to reenter the game as a pitcher on day two).
16. Playoffs will be seeded as follows. Based on the regular-season standings, teams will be grouped into the top half and the bottom half. Then, the top half teams will be randomly assigned to seeds 1-4, and the bottom half teams will be assigned to seeds 5-8. If two teams are tied in the standings, we will go to head to head W/L, and if that is a tie then we will go to runs allowed.
17. The playoffs may be a notch up in competitive intensity, but this is still a recreational league and designed to give the kids experience and fun. It's not a tournament league. Any increased intensity should be driven by the kids, not the coaches.
18. Protests/Game "issues." We strongly discourage any protests and hope to keep all game issues to zero because no one wins in the end. However, if you do see the need to protest or have a game *issue*, a committee of representatives from each member league/town will handle these issues. For protests, you must inform the umpire and the other manager at the time of the call

you don't agree with and then notify the committee members immediately after the game. For game issues, you must notify the committee members immediately following the game.