

# Jimmy Fund Little League Program (West)

## Minors Division, 2016 Rules

(Current as of 6/24/16)

### Standard Little League Rules apply unless otherwise noted below

1. All teams must wear hats provided by the Jimmy Fund Little League Program.
2. 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.
3. Eight players are required to begin the game. If a team only has 8 players present, 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.
4. 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.
5. 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.
6. Pre-game conference. Prior to the start of the game each manager and the umpire should meet to discuss the ground rules.
7. 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.
8. Pitching *Limits*:

- Players who are Little League age 9 or 10 are limited to 75 pitches per day. 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.
9. 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.
10. A batter is out on a third strike, regardless of whether the catcher catches the ball.
11. Base running
- Overthrow to 1st – the ball remains live (as long as it stays in play), but the max advance is one base.
  - No stealing home allowed, with one exception.
    - *Once a player arrives safely at third base, he/she must remain on third base until either forced home by a walk or by advancing during a play that begins with a ball hit into play.*
    - *The only exception is that if a base runner attempts to steal 3rd and the defensive team makes an errant throw to 3rd base, the base runner may continue home should he choose to do so.*

12. Time and run limits

- a. Three outs or six-run limit end the inning for all innings, except the six-run limit does not apply in the sixth inning of the game. [Note: this rule applies even if it is evident that the fifth (or earlier) inning will be the last inning due to time limits.]
- c. For the regular season, no new inning can start after 1 hour and 45 minutes from the first pitch of the game; however, if daylight conditions permit continued safe play, and field scheduling restrictions do not prevent it, the time limit to start an additional inning may be extended to two hours if both managers agree to it. Such agreement should be premised on continuing a positive and safe experience for the players. In the playoffs, no new inning will start after 7:45 for games that start at 5:30, except in the instance of a game at Featherlands where another game is scheduled to follow at 7:30. In that instance, no new inning will start after 7:15. However, in the Featherlands instance, if stopping the game at this point would result in a tie, then the game will continue until a winner is determined. For scheduled 7:30 games at Featherlands, no new inning will start after 9:30 unless stopping the game at this point would result in a tie, in which case the game will continue until a winner is determined.

13. 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.

- 14. 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).
- 15. 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 1-5, and the bottom half teams will be assigned to seeds 6-10. 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.
- 16. 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.
- 17. 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.