



JERICHO LITTLE LEAGUE BASEBALL ASSOCIATION LOCAL RULES

These rules are in effect for the 2016 season and beyond until updated.

GENERAL RULES

Responsibilities

The home team is responsible for field preparation prior to the game. The home team is responsible for field and equipment clean up after the game. Both teams must supply a scorekeeper. The home team must report the game results and pitch counts to the division coordinator within 24 hours of completion of the game. The home team manager is responsible for paying the umpires. The visiting team is responsible for providing volunteer parent umpires (if needed).

Game Coordinator

In the case that there are no adult umpires for the game, the home team must identify a "game coordinator" (usually the scorekeeper) as defined in Rule 9.03(d). The "game coordinator" must attend the pre-game home plate meeting along with the coaches and umpires.

Scorekeeping

Score must be kept for all games in the Majors and Minors divisions. All Majors division scorebooks must be submitted to the player agent at the end of the season in order to determine all-star player eligibility.

Schedule

Division coordinators are in charge of scheduling for their divisions.

The Majors A and B divisions will finish the season with a round robin schedule. The schedule for the round robin should be made according to team number (not standings) and should be available at the beginning of the season. The two teams with the best record in the round robin advance to play a single championship game. Tie breakers shall proceed according to Little League International Tournament Pool Play Format as listed in "Section III – Tiebreaker Procedures" and "Section IV – Runs-Allowed Ratio" of the tournament section of the Little League rule book.

The Majors C division will finish the season with a playoff (round robin or seeded single elimination). The schedule for the playoff should be available at the beginning of the season.

Rainouts

Jericho assumes that all players want to play every game regardless of weather. A game should only be postponed for one of two reasons: protection of the kids or protection of the field. For a game to be postponed there must be standing water on the field and it must be raining. Coaches from both teams must agree on the postponement.

The protocol for rainy days is as follows:

- Both teams should arrive at the field as if it is a regular game (30 minutes before the game), even if it is raining.
- The home team head coach must bring all game umpires' phone numbers in case they need to be contacted.
- Thirty minutes before game time, the head coaches from each team should decide if there is enough standing water on the field or hard enough rain to postpone the game. If the game is postponed, the home team head coach shall call the umpires immediately to notify them of the postponement.
- If the weather is marginal, the coaches should wait until game time to make a decision. At game time, in discussion with the umpires, they can decide to play or postpone the game. Coaches need to make sure that the umpires can get home safely if the game is called at this time.
- If the game is started, the umpires (in consultation with the "game coordinator") assume control of the game including decisions about halting play due to deteriorating weather conditions.
- Umpires must be paid if the game is not cancelled prior to 30 minutes before game time and they arrive at the field.

Coaches should agree on a make-up day for the game as soon as possible. When a makeup game time is confirmed, the home team coach must book the field by contacting the division coordinator who will post it to the schedule. The home team coach must then contact the umpire coordinator to reschedule the umps.

Call-ups

The player agent is responsible for developing an effective call-up system under all guidelines in Regulation V, section (c). Call-ups are an excellent opportunity for skilled players to develop by playing games in a higher division.

Coaches in Majors divisions will be asked to submit to the player agent one or two players deemed capable of playing the occasional game at the next level up. The player agent will review and approve the list of call-ups.

Coaches may use call-up players to replace absent players when they expect to have 10 or fewer players available for a game. Call-ups may be used for regular season, round robin, play-off, and championship games. The player agent will assign players to games on a rotating basis. No player will be pulled from his or her regularly scheduled game to play as a call-up.

Coaches

Coaches are required to read the Little League playing rules for the current season. There must be a pre-season coaches' meeting for all divisions. Coach attendance is mandatory for this meeting. Division coordinators will run the meetings. The player agent, president or vice-president, and umpire-in-chief should attend as many coaches' meetings as possible.

Issues to be covered at the meeting include playing rules, pitching rules, pitch counts, player development, regular season and playoff schedules, practice schedules, round robin rules, field prep and equipment clean-up, manager duties, expense approval, new equipment needs, etc. There should be a second such meeting two weeks prior to the beginning of the round robin.

Coaches have wide ranging responsibility for player development - not just for the players on their team, but for all players in the league; not just for the present season, but also for future seasons.

Umpires

Umpire judgement decisions are final and under no circumstances should be questioned or challenged by a coach, player, parent, or fan. Only rule interpretations may be questioned, reversed, or corrected. Discussions over rule interpretations can only occur after asking for timeout and must be made in consultation with all umpires, the opposing coach, and the game coordinator (if present).

Large Strike Zone

A large strike zone shall be used in Majors B and below. Any pitch near the knees or shoulders and within a ball of the plate should be swung at. Overall, it is better to encourage batters to swing than to be non-aggressive at the plate. Young pitchers throw many balls, which inevitably encourages batters not to swing. A large strike zone alleviates this problem. The large strike zone also gives confidence to the pitchers and it keeps the game moving.

Double First Base

Majors A and B must use a single first base as defined in Rule 1.06. All other divisions should use a "double first base" as defined in rule 7.15, if available.

Bats

All bats that comply with Little League regulations (Rule 1.10) shall be legal for play including approved and licensed "composite" barrel bats as listed at www.littleleague.org.

JERICHO LOCAL RULES – MAJORS A DIVISION

Game length is defined as in Rule 4.10. There are no time limits, nor run limits per inning. The “mercy” rule applies as written in Rule 4.10 (e).

Batting order is defined as in Rule 4.04 according to the “continuous batting order that will include all the players on the team roster present for the game.”

Batters may advance on a third strike that is not caught in flight by the catcher as defined in Rule 6.05(b).

JERICHO LOCAL RULES – MAJORS B DIVISION

Game length is a maximum of 6 innings (unless tied) subject to the following time limit. No new inning may start after 2 hours from the game start time. If an inning starts prior to the 2-hour time limit, the inning must be completed. Regular season and round robin games may end in a “tie” if the time limit has been reached. If the championship game is tied after 6 innings or when the time limit is reached, extra innings will be played until a winner is determined.

Maximum of 5 runs in first 3 innings – The minor league option in Rule 5.07 will be used for the first three innings of the game, modified as follows: The side is retired when three offensive players are legally put out, called out by an umpire, or when the offensive team scores five (5) runs. This option will be suspended in the 4th - 6th innings, and in any extra innings (unlimited runs).

The “mercy” rule as written in Rule 4.10 (e) shall not be utilized due to the imposed run and time limits above.

Batting order is defined as in Rule 4.04 according to the “continuous batting order that will include all the players on the team roster present for the game.”

Batters may not advance on a third strike. The Minor League rule as defined in Rule 6.05(b)(2) will be applied.

JERICHO LOCAL RULES – MAJORS C DIVISION

Game length is a maximum of 6 innings (unless tied) subject to the following time limit. No new inning may start after 2 hours from the game start time. If an inning starts prior to the 2-hour time limit, the inning must be completed. Regular season games may end in a “tie” if the time limit has been reached. If a playoff or championship game is tied after 6 innings or when the time limit is reached, extra innings will be played until a winner is determined.

Maximum of 3 runs per inning – The minor league option in Rule 5.07 will be used, modified as follows: The side is retired when three offensive players are legally put out, called out by an umpire, or when the offensive team scores three (3) runs. If run limits preclude a team from winning (i.e. bottom of the last inning and the home team is down by 4 runs), the game is over.

The “mercy” rule as written in Rule 4.10 (e) shall not be utilized due to the imposed run and time limits above.

Batting order is defined as in Rule 4.04 according to the “continuous batting order that will include all the players on the team roster present for the game.”

Batters may not advance on a third strike. The Minor League rule as defined in Rule 6.05(b)(2) will be applied.

No walk rule (in place through May long weekend only) – No walks will be allowed. Each team will provide one person (coach or parent) to pitch after a batter from their team has received 4 balls. All strikes in the count shall remain. A batter can still strike out swinging or looking when facing a coach/parent pitcher but the batter will not be awarded a walk. No stealing will be allowed when the coach/parent is pitching to his or her own team. The pitcher will remain positioned as a defensive player next to the coach/parent pitcher with at least one foot in the dirt area around the pitcher’s mound. Any ball that accidentally hits the coach/parent pitcher will be considered a dead ball with no penalty of a pitch and no runners advance. However, if the coach/parent pitcher interferes with a ball, the batter is out.

Mandatory Play Rule – All players must play the same number of defensive innings (as much as possible). Each player must play a minimum of two innings at an infield position. The head coach will determine pitcher and catcher positions during the game.

JERICO LOCAL RULES – MINORS DIVISION

A “Level 5” ball will be used in Minors.

Game length is a maximum of 5 innings subject to the following time limit. No new inning may start after 1 hour and 30 minutes from the game start time. If an inning starts prior to the 1:30 time limit, the inning must be completed. Both coaches should agree to the last inning prior to starting the inning. Games may end in a “tie” if the time limit has been reached.

Runs scored – Maximum three (3) run limit per team per inning for all innings. If run limits preclude a team from winning (i.e. bottom of the last inning and the home team is down by 4 runs), the game is over.

The “mercy” rule as written in Rule 4.10 (e) shall not be utilized due to the imposed run and time limits above.

Batting order is defined as in Rule 4.04 according to the “continuous batting order that will include all the players on the team roster present for the game.”

Batters may not advance on a third strike. The Minor League rule as defined in Rule 6.05(b)(2) will be applied.

No base stealing is allowed in Minors.

Defensive Play

Ten players are allowed on the field in defensive positions. The tenth player shall be positioned in the outfield “Rover” position. The Rover must play on the outfield grass. A team may NOT position more than 6 players in the infield (including the pitcher and catcher). A child shall play the catchers position and must wear a complete set of protective equipment: catcher’s mask, chest protector, shin guards, and protective athletic supporter or “cup”.

Mandatory Play Rule – All players must play the same number of defensive innings (as much as possible). Players must rotate positions every inning. The focus of this division is skill building (fielding/throwing/catching/pitching) rather than positional play. It is suggested that teams use the Fielding and Batting List.xls charts (available under Documents at www.jerichobaseball.com) to determine positional rotations in advance. The head coach will determine pitcher and catcher positions during the game.

Pitching

A pitching machine will be used for all Minors games. Pitching rubber will be set at a distance 42’0” from the back edge of home plate. The pitching machine will be placed behind the pitching rubber. The pitching machine will be operated by the coach of the team that is batting. Under no circumstances may a child operate the pitching machine. The pitcher will remain positioned as a defensive player next to the coach/parent pitcher with at least one foot in the dirt area around the pitcher’s mound. Any ball that accidentally hits the coach/parent pitcher or pitching machine will be considered a dead ball with no penalty of a pitch and no runners advance.

Before feeding the ball into the machine, the coach should hold the ball up in his hand, making sure that the batter is focused on the machine. Only one new ball, or its replacement if damaged, should be used for the entire game.

Batting

Balls and non-swinging strikes are not called. Walks are not allowed. If the pitching machine is not throwing strikes it should be adjusted until it does.

Each batter may “take” a maximum of five good pitches before being called out for not swinging. If a batter strikes out swinging before the limit of five good pitches, then they will be called out. Foul balls will only count as first and second strikes. A foul ball on the fifth good pitch does not result in an out.

No bunting is permitted.

Umpires

The coach running the pitching machine shall act as the umpire for plays during the half inning that their team is batting. At this age being called out might still be difficult for some players. Being called out by their own coach may help players deal with the disappointment felt.

Coaches

Only the batting team is allowed to have coaches on field – pitching machine operator, first base coach, and third base coach. All other coaches must remain in the dugout area. Time out must be called before defensive coaches may enter the field.

Base Running

On any hit balls that do not leave the infield, base runners may attempt to advance a maximum of one base.

On any balls hit into the outfield, a runner may not advance once the ball has been thrown back into the infield area unless the runner has already advanced more than halfway between bases. The play stops once the ball is controlled in the infield and all runners are safely on a base. Any runners caught between bases may be tagged out.

After the play stops, it shall be determined whether the runner had advanced more than halfway to their final base before the ball arrived in the infield. It is not necessary for an infielder to catch the ball in order to stop the runners. The determining factor is when the ball arrives in the infield. If the runner had not advanced more than halfway, then they must return to the previous base.

Runners may not advance on overthrows to any base.

The intent of these base running rules is to limit players advancing on errors and over-throws in order to encourage children to attempt to make the correct defensive play in the field.

JERICO LOCAL RULES – MINI-MINORS DIVISION

A “Level 1” ball will be used in Mini-Minors.

Game length is a maximum of 3 innings subject to the following time limit. No new inning may start after 1 hour from the game start time. If an inning starts prior to the 1 hour time limit, the inning must be completed. Both coaches should agree to the last inning prior to starting the inning.

Pitching

A pitching machine will be used for all Mini-Minors games. Pitching rubber will be set at a distance 42’0” from the back edge of home plate. The pitching machine will be placed behind the pitching rubber. The pitching machine will be operated by the coach of the team that is batting. Under no circumstances may a child operate the pitching machine.

Before feeding the ball into the machine, the coach should hold the ball up in his hand, making sure that the batter is focused on the machine. Only one new ball, or its replacement if damaged, should be used for the entire game.

Batting

Balls and strikes are not called. Walks and strike outs are not allowed. If the pitching machine is not throwing strikes it should be adjusted until it does.

Each batter shall receive a maximum of three good pitches per at bat. After the three pitches the ball will be placed on a batting tee for the player to hit. No bunting is permitted. Players should take a full swing at the ball.

All players bat in each inning. Batters may advance only one base at each at bat. There are no defensive outs.

Base Running

Runners may advance only one base per hit. When the final batter of the inning comes up, the coach will announce that they are the “last batter”. When the ball is hit, the players on base advance around all the bases to home.

There is no base stealing in Mini-Minors. Lead offs are not allowed. Runners must remain on their base until the ball is hit.

End of Game Relay Race

At the end of the game one team will be placed at home plate and one team at second base. The same number of runners must occur on each team. Therefore a team that has fewer players will have to run players twice to ensure the same number of runners as the other team.

The lead runner for each team will have a baseball in their hands. At the word “go” the lead runner will run around all four bases (touching each of them) and then pass the ball to their next team mate. This will continue until all players have completed the relay.

JERICHO LOCAL RULES – T-BALL DIVISION

A "Level 1" ball will be used in T-Ball. Only one new ball, or its replacement if damaged, should be used for the entire game.

Game length is a maximum of 3 innings subject to the following time limit. No new inning may start after 1 hour from the game start time. If an inning starts prior to the 1 hour time limit, the inning must be completed. Both coaches should agree to the last inning prior to starting the inning.

Batting

The ball will be placed on a batting tee for the player to hit. No bunting is permitted. Players should take a full swing at the ball. All players bat in each inning. Batters may advance only one base at each at bat. There are no defensive outs.

Base Running

Runners may advance only one base per hit. When the final batter of the inning comes up, the coach will announce that they are the "last batter". When the ball is hit, the players on base advance around all the bases to home.

There is no base stealing in T-Ball. Lead offs are not allowed. Runners must remain on their base until the ball is hit.

End of Game Relay Race

At the end of the game one team will be placed at home plate and one team at second base. The same number of runners must occur on each team. Therefore a team that has fewer players will have to run players twice to ensure the same number of runners as the other team.

The lead runner for each team will have a baseball in their hands. At the word "go" the lead runner will run around all four bases (touching each of them) and then pass the ball to their next team mate. This will continue until all players have completed the relay.

JERICHO LOCAL RULES – BLASTBALL DIVISION

The defensive players take an infield or outfield position.

A Blastball is placed on the batting tee and the first batter hits the ball and runs to the Blastbase. If the batter reaches the base (the only base used) before a defensive player either catches the Blastball in the air (an automatic out) or fields it and yells "BLAST", they score a run. If the ball is caught or fielded and "BLAST" is yelled before the runner gets to the Blastbase, then the runner does not score a run.

The game should last a maximum of one hour which is beneficial for the younger player and busy family schedules. You will end the (half) inning by batting once around the line-up. Everyone bats every inning and no score is kept.

The blastbase is audible, emitting a loud "HONK" that the kids love whenever the runner stomps on the base. When fielded, the defensive player can throw the Blastball back to another player or an adult positioned near home plate (safely away from the tee).

Gloves/mitts are not needed because of the softness and size of the ball. The fear factor of being hit is eliminated from the game all together.

Note: Feel free to advance the games as the kids learn - ie add 2nd and 3rd base.

JERICHO LOCAL RULES - TEAM FORMATION

Player selection for regular season teams in all Majors divisions will proceed according to the "Alternate Method for Plan B" draft system as listed in the Little League Operating Manual. The player agent will organize and run the draft according to this system. The player agent is responsible for player assessment. The assessment data will be made available to head coaches to facilitate a fair player draft.

All Majors division player trades shall be made through and with the approval of the player agent. The player agent shall ensure that teams meet the requirements of "Section III – The Teams" of the Little League rule book. Majors A will include players of "league age" 11 and 12 only. Exceptions must make application to the board of directors. Majors head coaches will select team uniforms and names in reverse order of first round draft picks.

Minors, T-Ball, and Blastball divisions will have teams created by the division coordinator under consideration of fair play and friend requests.

Real or apparent conflicts of interest should be avoided at all costs.

JERICHO ALLSTAR TEAMS

Allstar Coach Selection

The head coach ("manager" by Little League terminology) of the 9/10 and 11/12 allstar teams will be selected and approved by the Board of Directors. Assistant coach selection will be done by the head coach.

Allstar Player Selection

All Majors division coaches and players will be invited to submit input on player selection to the allstar coaches. The allstar head coach will use this information for allstar team selection but is not bound by it.

The allstar head coach will schedule try-outs as required with invitees based on coaches input. Attitude and commitment are important aspects of an allstar player and will be considered alongside pure baseball skills. The allstar head coach will make the final selection of players.