



Jericho Little League 9 Selects Tournament

Saturday, May 18 – Monday, May 20, 2024

Tournament Rules

- 1) **2024 Little League 9 Selects Tournament Rules** – The official Little League Minors tournament rules will be in effect subject to the following clarifications and amendments. In the event of a dispute, a final decision will be made by the Jericho Little League President, Vice President or Tournament Coordinator.
- 2) **Team rosters** – Team rosters will consist of a minimum of nine players and a maximum of 13 players. Alternate players can be used to fill your roster in the event of injuries. All players must be “baseball age” 9 or 8 currently playing in your association.
- 3) **Minimum players** – A minimum of eight players is required to start a game and for a team playing with eight players, the ninth position in the batting order will be an automatic out. Any late arriving players will be added to the bottom of the lineup after they arrive and are not allowed to bat until the inning after they arrive and are added to the lineup. Teams with less than eight players at the scheduled start time of the game will automatically forfeit the game with a recorded score of 6-0 and one inning completed.
- 4) **Home and away team** – Given an odd number of round robin games, a coin toss will occur prior to the starting time of the game with the winner being the home team. We will also use a coin toss for all playoff games.
- 5) **Fielding team** – The following rules will apply to the fielding team:
 - a. maximum of nine fielders;
 - b. the three outfielders must be situated on the outfield grass (i.e., no encroaching onto the infield dirt) until the ball crosses home plate;
 - c. defensive substitutions during an inning will only be allowed in the case of an injury;
 - d. players must play at least one inning in each of the infield and the outfield; and
 - e. no player shall sit out a second inning during a game until each player on the team has sat out a full inning (i.e., replacing a pitcher mid-inning does not satisfy their requirement to sit out a full inning).
- 6) **Batting team** – The following rules will apply to the batting team:
 - a. games will use a continuous batting order with all players batting regardless of whether they are in the defensive line-up and players arriving late will be added to the bottom of the batting order;
 - b. only Little League approved bats with the “USABat” logos will be permitted; and
 - c. there is no “on deck” circle and only the batter may have and swing a bat (i.e., no holding or swinging bats in or behind the dugout).
- 7) **No infield fly rule** – The infield fly rule will not be enforced.
- 8) **No bunting** – There will be no bunting allowed. Whether the batter has bunted is at the sole discretion of the plate umpire.
- 9) **Stealing** – Stealing is allowed in accordance with the Little League rule book. However, players may not advance more than one base per pitch (i.e., an overthrow by the catcher will not result in the ability to advance additional bases).

- 10) Sliding** – Runners must slide on all close plays.
- 11) Dropped third strike** – Batters may not advance on a third strike. Minor League Rule 6.05(b)(2) is in effect.
- 12) Pitching** – The following rules apply:
- A pitcher will be removed if the pitcher hits three batters in the same inning or four batters in one game;
 - Pitchers may pitch a maximum of two innings per game, three innings per day and four innings in total over the course of the entire round robin portion of the tournament. In the playoff game, a pitcher may pitch a maximum of two innings. For added clarity, delivering one pitch in an inning constitutes pitching one full inning.
 - Players who have caught for four innings during a game are not allowed to pitch. Further, players who have pitched cannot play as a catcher if doing so results in the fielder playing a fourth (or more) inning at the catcher position during the game. For added clarity, receiving one pitch in an inning constitutes playing as catcher for one full inning.
 - Notwithstanding the limits above, please manage your pitchers' arms appropriately and do not send any pitcher that cites arm soreness out to the mound.
- 13) Last inning and run limits** – The following will apply:
- games will consist of six innings subject to the time limit in rule 13(b);
 - games are scheduled for 120 minutes and the next inning immediately following the 100 minute mark (i.e., one hour and 40 minutes) based on the scheduled starting time of the game will be the last inning;
 - there will be a three (3) run limit for innings 1-5 unless one of those innings is the “last” inning per rule 13(b), in which case the run limit will be seven (7), which is also the run limit for the 6th inning if it is played;
 - the run limit rule (Rule 4.10(e) as set out in the Little League rule book; the so-called “mercy rule”) is not in effect due to the inning run limits; however, the game will end when a team can no longer win due to the run limits imposed for the remaining innings (assuming a full six inning game will be played); and
 - extra innings will not be played except for the final game (i.e., to determine the winner of the tournament). If the final game reaches an 8th inning, the “California Rule” will be utilized with the last out of the prior inning placed at second base and the batting team starting with one out. All extra innings will be capped at seven runs.
- 14) Scorekeeping and pitch counts** – We will endeavour to provide volunteer scorekeepers. Nevertheless, in the event there is no official scorekeeper, each team should have a scorekeeper who should work with the other team to ensure the scores are accurate. After the game, please make sure both teams are in agreement, both teams initial and print their name on the scoresheets, and please ensure that the home and away teams are clearly marked. Please take a clear picture of the scorebook and pitch count sheet and email them to tournaments@jerichobaseball.com.
- 15) Rainouts** – The Tournament Coordinator in their sole discretion will decide if a game is rained out and if there is room in the schedule to re-schedule the game. If a game cannot be made-up, it will be recorded as a 1-1 tie in the schedule. Teams should prepare to be at the field for the start of their game unless the Tournament Coordinator has messaged in advance that a game has been rained out.
- 16) Rules and responsibilities for coaches** – Please note the following:
- there will be a maximum of four (4) coaches per team once the game starts;
 - at all times, one coach must be physically in the dugout to the extent there are players in the dugout;
 - remaining coaches can be outside of the dugout, and standing immediately in front of the dugout fence;
 - two adult base coaches will be allowed as long as there is one adult in the dugout whenever there are any players in the dugout;

- e. coaches shall always refrain from directly making the call (e.g., yelling “safe”, “out”, “strike”) or indirectly making the call (e.g., do not yell things like “you’ll get that call next time”) and please remember that most if not all of the umps will be kids who may still be learning to be an ump;
- f. given the age group, umps will be asked to err on the side of calling a larger strike zone;
- g. if you want clarification on a call, please call for time and confer with the coach of the opposing team and if that does not resolve the dispute, both coaches can approach the umpire to discuss the call and get clarification; and
- h. coaches will be responsible for their players and spectators associated with their team and any negative comments directed towards the other team, attempts to distract the players and/or intimidate the opposing team will not be tolerated. The first infraction during a game will result in a warning, the second infraction against a team will result in the removal of the coach (and the player if the initial warning was also directed at the same player) and the third infraction will result in the team forfeiting of the game.

17) Tie-breakers – For the purposes of breaking ties to determine the teams playing in the playoff games, the following tie-breakers will be applied in the order of listing:

- a. if two teams are tied, the team that won the head-to-head game will be placed in the higher position;
- b. if three or more teams are tied:
 - i. if one of teams has defeated all of teams involved in the tie, that team will be placed in the higher position and the tie-breaker for the remaining teams reverts back to Rule 17(a);
 - ii. if there is a tie following the application of Rule 17(a) and Rule 17(b)(i), then the Runs-Allowed Ratio will be applied with the team(s) seeded in the inverse order of their Runs-Allowed Ratio (i.e., the lowest ratio will be seeded 1st). To compute the Runs-Allowed Ratio, the calculation utilizes total runs allowed during pool play divided by the number of half-innings played on defence by that team in pool play. For example, if Team A gave up 8 runs over 14 defensive innings played, it would have a 0.571 Runs-Allowed Ratio, and if Team B gave up 9 runs over 18 defensive innings played, it would have a 0.500 Runs-Allowed Ratio. In this instance, Team B would be the higher seeded team.

18) Pin exchange – We are encouraging a pin exchange, so please try to bring pins. If you have forgot, please advise the opposing coach that we will forgo the ceremony after the game.

19) MVP – We will be awarding an MVP at the end of each game. Please work with the opposing team’s coach to identify a suitable MVP. No player can receive an MVP award twice.