



Minors Sunday Selects Series

ABOUT THIS PROGRAM

The little league season is short and goes directly into summer tournament play. The Minors Sunday Selects Series is designed to provide additional development opportunities and help prepare them for tournament team play, both on the 8-Selects team for this season and those likely to participate on it next season.

Based on player interest and parent/volunteer support, there will be 2 – 4 teams created that will compete in skill games on Sundays throughout the season. Meaning spaced is limited to a maximum of 44 kids.

ELIGIBILITY AND INVITATION

Based on the pre-season assessment, players will receive an “invitation”. This will ensure players of similar skills level are playing with and against each other. A player receiving an invitation for the program, may not necessarily receive an invitation for summer 8 Selects team. And vice versa, a player not participating in the Sunday Select Series is still eligible to try-out for the summer 8 Selects team.

Players not receiving an invitation are encouraged to register for one of the “open” Sunday training sessions.

PLAYER COMMITMENT

There will be a game every Sunday.

PARENT COMMITMENT

Each team relies on parent volunteer coaches and team manager. Post-Training / Game field maintenance is also required by parent volunteers.

PRACTICE / GAME STRUCTURE

See below for game format, which must be followed and enforced for every game. These rules mirror the various 8 Select Summer Tournaments and is to get the kids used to playing with these rules.

COORDINATOR

If you have any questions about this division, please send an email to the League Administrator, admin@jerichobaseball.com.

Game Format

- 1) A single umpire will be provided.
- 2) All players on the roster will bat in rotation and nine (9) will be on the field defensively each inning. A maximum of six (6) infielders, including pitcher and catcher. Outfielders must be behind the fair play line when the ball is hit. All players will bat in order regardless of whether or where they are playing in the field.
- 3) A minimum of eight players is needed to start a game. If the eight players are not present within five minutes after the start time, the game will be forfeited. The game may be played by either borrowing players or with a lesser number, but the forfeiture will stand even if the necessary players arrive after the forfeit is declared.
- 4) Players may play no more than four innings (out of six) in the infield (excluding the catcher). The Pitcher, Shortstop and First base are considered "key" positions. A player may not play the same key position twice in a six-inning game.
- 5) A player may not sit out a second inning, until all other players in the game have sat out one (1) complete inning. All players are required to play in the infield at some point in every game.
- 6) Game Format:
 - i) Six (6) innings count as a complete game. No new inning after two (2) hours of play. Both teams will play defense in the final inning regardless of the score.
 - ii) Run Limit = 3, 3, 3, 4, 4 and 7
 - iii) Ten (10) run mercy rule applies, after four (4) completed innings.
 - iv) Only for play-offs will extra innings apply in the event of a tie
- 7) Three (3) outs for each team constitute an inning.
- 8) Batters will receive three (3) strikes or a 5-pitch max per at bat unless a pitch is declared "No Pitch/Dead Ball" by the umpire. A foul ball on the fifth pitch does not result in an out. No walks!
- 9) The pitching machine operators from each team will set the height of the pitches at the beginning of each game together. The pitching machine will be positioned at 40 feet from home plate and the speed will be set to 36 mph. The operator may turn the micro adjustments screw at their discretion, however, there will be no stoppage of play. Any major adjustments throughout the game will be done mutually between coaches, as required. Every effort will be made to maintain consistent speed throughout the tournament.
- 10) The pitching sling operator will be from the team that is on offence. The operator will show the ball to the batter before each pitch. The pitching machine operator must be attentive to throws coming from the 3rd base side of the circle to 1st base, moving out of the way or ducking to avoid interference.
- 11) There will be a chalked area or marked area around the pitching machine determined by the coaches. The "pitcher" must stand outside this area and not nearer than 40 feet from the plate. *Pitchers can not enter the pitching circle at any time during play. If so see dead ball.*
- 12) Any batted ball that hits the pitching machine or pitching machine operator will be called dead. If the batted ball comes to rest inside the chalked circle or hits the machine is a dead ball with no penalty of a pitch and no runner's advance. Any hit balls that go through the circle without touching the machine or the operator will be live balls and in play.
- 13) The catcher must wear full gear when catching. Catcher's can not discard helmets any time during play. If there is a play at the plate, runner must slide/avoid or be called out.

- 14) Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous fashion (umpire judgement) will be subject to the following consequences:
 - i) *First occurrence in the game: the batter will be given a warning
 - ii) *Second occurrence in the game: The ball is dead, the batter is out, and the runners return.
- 15) A tip ball caught by the catcher on the third (3rd) strike is an out and the play is dead, regardless of the height of the ball. There will be no bunting, or infield fly rule.
- 16) Coaches will mutually set up an outfield home run line with cones. A ball hit on the ground that rolls under past the cones will be a "Ground Rule Double". A "Ground Rule Double" even if an outfielder touches it before it crosses the line.
- 17) Stealing is allowed from second to third, and third to home. A runner may not advance to home on an over throw to third. No delayed steals. Once catcher attempts a throw back to the pitcher no advancement.
- 18) Overthrows: An overthrow may come from the outfield or infield (ball must clearly pass the intended fielder and base). All runners may attempt only one extra base (at their own risk) after the overthrow. The ball will be called dead after the runner(s) have reached the extra base. If a play is made on a runner at the extra base, a safe or out call will be made. Under no circumstances may the runner advance beyond this extra base, even in the case of another overthrow.
- 19) The ball may be thrown to the pitcher at any time and will be declared dead when the pitcher has the ball, or an errant throw was made to the pitcher. An errant throw to the pitcher is NOT an overthrow. Runners may NOT advance on overthrows to the pitcher. The Pitcher must be declared to be within a reasonable area to the position to be declared a dead ball. This will be a judgement call made by the umpires at the time of the play.
- 20) Players must remain in the dug-out while their team is playing offensive. There is no "on deck" circle – batters are to remain in the dugout. All equipment must also be inside of dugout during games.
- 21) Zero tolerance for bullying and name calling to any player on your team or any opposing team including umpires. Any player/ managers/coaches found bullying or disrespecting umpires will be removed from the game. The managers are responsible for the actions of their team parents and visitors in this regard.
- 22) Both teams will be responsible to keep score for their games and each team manager will be required to email their final score to admin@jerichobaseball.com.