



Jericho Little League Majors In-Season Tournament

(2025)

The official Jericho rules will apply for each division, subject to the modifications below. In the event of a dispute, a final decision will be made by the Division Coordinator.

Tournament Rules

- 1) **Home and away team** – The home and away teams have been specified in the schedule. For the finals the higher ranked team may select home or away, and for any other games where home/away is not specified, it will be determined via a coin toss.
- 2) **Pitch Limits**
 - a. A pitcher will be removed if the pitcher hits three batters in the same inning or four batters in one game.
 - b. A pitcher may not exceed a maximum of three (3) innings per day and six (6) innings in total for the tournament. Further, a pitcher may not pitch in three consecutive days regardless of the number of innings pitched.
 - i. For the purposes of calculating the innings pitched, a single pitch thrown in an inning will count as a full inning pitched (i.e., we will NOT be counting fractions of innings).
 - c. 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.
 - d. Notwithstanding the limits above, please manage your pitchers' arms appropriately and do not send any pitcher that cites arm soreness out to the mound.
- 3) **Last inning and run limits** – The following will apply:
 - a. games will consist of six innings subject to the time limit in rule 3(b);
 - 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 starting time of the game (subject to adjustment by the Division Coordinator, for example to account for a weather delay) will be the last inning;
 - c. *Run limits*
 - i. *Majors A.* There will be a four (4) run limit for innings 1-5 unless one of those innings is the "last" inning per rule 3(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;
 - ii. *Majors B.* There will be a three (3) run limit for innings 1-5 unless one of those innings is the "last" inning per rule 3(b), in which case the run limit will be five (5), which is also the run limit for the 6th inning if it is played;
 - d. 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
 - e. 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.

- 4) **Field Preparation.** The home team will be responsible for field prep.
- 5) **Scorekeeping** – The home team will score the game using Game Changer. The away team will be responsible for the scoreboard (score and pitch count).
- 6) **Rainouts** – The Division 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 0-0 tie in the schedule with no innings played. Teams should prepare to be at the field for the start of their game unless the Division Coordinator has messaged in advance that a game has been rained out.
- 7) **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 7(a);
 - ii. if there is a tie following the application of Rule 7(a) and Rule 7(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.
- 8) **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.