

Jimmy Fund Little League Program (West)

Major and Minors Divisions

2014 Rules

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 you only have 8 players, the 9th spot in the batting line up is not an out.
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.
5. Pre-game conference. Prior to the start of the game each manager and the umpire should meet to discuss the ground rules.
6. 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.
7. 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
 - 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.
 - 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.

8. *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. 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.
11. A batter is out on a third strike, regardless of whether the catcher catches the ball.
12. **MAJORS ONLY**
 - a. Mercy Rule: 15 runs at the end of any inning after the 3rd.
13. **MINORS ONLY**
 - a. Three outs or six-run limit end the inning for all innings, except the six-run limit does not apply in the last inning of the game.
 - b. Overthrow to 1st – the ball remains live, but the max advance is one base.
 - c. No new inning can start after 1 hour and 45 minutes from the first pitch of the game.
 - d. 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.*
14. 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.