

2017 FCKLL Majors Level Special Playing Rules

1.0 Regular Season Game Time Limits & Ties:

1.1 All games will be played to completion per Little League rules, except those meeting the criteria of rules 1.2 or 1.3. Games will be suspended and completed at a later date if:

- the playing time of a game reaches two hours and fifteen minutes when a subsequent game is scheduled to take place immediately following on that field
or
- it reaches 10:15 pm on a weeknight.

Suspended games will be completed as soon as possible at a date and time selected by the V.P. of Majors and the V.P. of Operations.

1.2 If a game is suspended upon reaching a deadline per rule 1.1, the manager of the team that is behind in the score may concede victory to the opposition.

1.3 If a game is suspended upon reaching a deadline per rule 1.1 and is tied, the V.P. of Majors may declare the game a tie if he determines that the game has no impact on the division standings. Tie games will count as 1/2 win and 1/2 loss in season standings.

2.0 The Batter

2.1 A continuous batting order will be employed (rule 4.04).

3.0 Pitching

In addition to the official pitch count regulations put forth by Little League, FCKLL Majors pitching rules also include:

3.1 The home team is responsible for providing an official pitch counter for the game. The official pitch counter may be the home team scorekeeper or a separate individual. Even if the pitch counter is a separate individual, per inning pitch totals for all pitchers from both teams must be noted in the official (home team) scorebook.

3.2 As noted in the Little League Regulation VI (g), the official pitch counter will inform the umpire-in-chief when a pitcher has reached the pitch limit. Additionally, at the completion of each inning, the official pitch counter will confer with a representative of the visiting team to review each pitcher's pitch count. In the event of any discrepancies in pitch counts that cannot be reconciled at the time, the official pitch count is the count kept by the home team.

Note: Having representatives from each team conferring between every inning is designed to avoid discrepancies and ineligible pitchers. Do not skip this step.

Note: A pitch count violation is now a protestable offense. However, with proper communication, there is no reason for an ineligible pitcher to pitch. In the unlikely occasion a protest is lodged, please review Little League playing rule 4.19 in its entirety. Playing rule 4.19(d) is noted below:

“Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.”

The umpires have no authority to rule on a protest. They can only apply the standards of eligibility as communicated to them in the pre-game line up card and by the official pitch counter.

4.0 Regular Season and End-of-Season Structure

- 4.1 The regular season will consist of 12 – 16 games as determined by the V.P. of Operations and league scheduler.
- 4.2 The regular season will be split in to a first half and second half.
- 4.3 A champion will be determined for both the first and second halves based on overall record for teams during the respective half of the season. In the case of two or more teams being tied with the best overall record for a half, the tie will be broken as described below in rule 3.7.
- 4.4 The Regular Season Champion will be determined in a one game playoff between the first and second half champions. In the case of the same team winning both the first and second halves, that team will be the Regular Season champion.
- 4.5 The regular season will be followed by single elimination end-of-season play.
- 4.6 End-of-season seeding will be determined as follows:
 - a. The regular season champion will be the number one seed.
 - b. The runner-up team from the regular season championship game will be the number two seed.
 - c. If there was no regular season championship game because the same team won both the first and second halves, the number two seed will be determined by overall combined regular season record in the same manner as the remaining seeds.

- d. The remaining seeds will be determined by overall combined regular season records. In the case of ties, seeding will be determined by the tie breaking procedures described below.

4.7 Tie breaking procedures:

In the case of ties with two or more teams having the same record, the following criteria will be used to determine standings.

Two team ties:

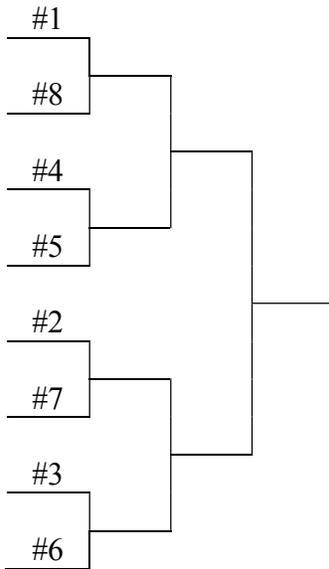
- a) Head-to-head competition
- b) If the two teams split their head-to-head competition, compare each team's record against the team occupying the highest position in the standings and continue down through the standings until one team gains the advantage and breaks the tie.
- c) If a tie still exists, the tie will be broken with a coin toss.

Three or more team ties:

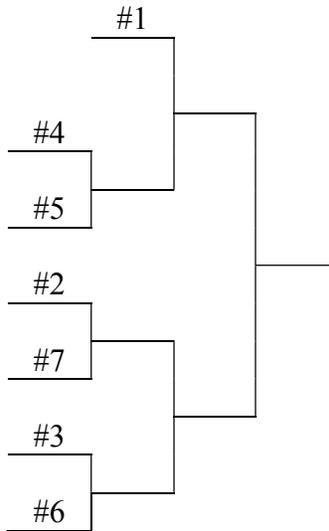
- d) Compare the records of each of the tied teams against the other teams involved in the tie. If one team has an advantage in record against the tied teams, that team earns the highest position.
- e) If the multiple team tie still exists, compare each of the tied teams' records against the team occupying the highest position in the standings and continue down through the standings until the tie is reduced to a two-team tie (at which time, revert to the two-team process) or until the tie is broken.
- f) If a tie still exists, the tie will be broken with a coin toss.

Note: The final regular season standings as determined for the end of season seeding will be used to determine the draft order for the following season with teams drafting in reverse order of the final seeding.

Eight team End-of-Season



Seven team End-of-Season



Six team End-of-Season

