

2008 JERICHO LITTLE LEAGUE RULES AND REGULATIONS

PURPOSE

The Jericho Athletic Association is a voluntary, non-profit organization dedicated to developing and enhancing the skills of young ballplayers who reside within the Jericho boundaries.

GAME ENVIRONMENT

1. Good sportsmanship will be exhibited at all times by all persons.
2. Team managers are responsible for the players, coaches and fans for their team and shall maintain an atmosphere of good sportsmanship.
3. Officials are not to be berated and judgment calls are not to be questioned. Only officials may call time out; all others must request time out. Parents, relatives and friends of the player will subject him/her to being benched for violation of this rule.
4. If a question arises pertaining to a rule interpretation, only the team manager shall have a discussion with an official and the discussion shall be carried on calmly.
5. Alcoholic beverages, foul language, abusive language or gestures are strictly prohibited.
6. Throwing of equipment or fighting will result in ejection from the game.
7. Field areas should be kept clean and free of litter. Equipment should be kept in the dugout or away from the playing area.
8. Any team/player/coach failing to cooperate and adhere to the rules and regulations may, at the discretion of the commissioner, be expelled from the League.
9. Only team personnel are allowed on the field or in the dugouts. All other persons should be in the appropriate spectator area.
10. Smoking is not allowed on the field or in the dugouts.
11. On fields where there are no dugouts or fences, spectators and players must be behind the side fences of the backstop.
12. During League double headers, each team will have the opportunity to be the home team.

WEATHER CONDITIONS/LIGHTNING

1. Every effort should be made to allow games to be played. A suspension of game play for 15 minutes to 30 minutes without improvement in weather conditions will warrant the game to be called and appropriate rules will apply. (i.e., suspended game or official game)
2. As soon as lightning is visible, the game is to be stopped. If lightning does not reoccur within 30 minutes play may continue. If lightning reoccurs within the allotted time period, the game will be called and appropriate rules will apply. (i.e., suspended game or official game)

EQUIPMENT/ FIELDS/ UNIFORMS/ RECORDS

1. Each catcher must wear a protective cup, mask, throat protector, helmet, chest protector and shin guards during games and warming up.
2. The officials may remove from the game any equipment that they deem unsuitable or unsafe for competition.
3. Metal spikes are prohibited in all divisions.
4. Required records are contained in the scorebook (final score and pitchers). Failure to have this book available and/or records kept will result in forfeiture.

INJURY/ ILLNESS

Any player who receives an injury (other than superficial) or becomes ill, etc. may not play anymore that day. Note that swelling, lacerations, etc. will remove an injury from the superficial status. A player who has been rendered unconscious during a game shall not be permitted to play in any subsequent games without written authorization from a physician. When a player is removed from a game due to injury/illness, all substitution rules apply. In the event of an injury, the automatic out will not apply. All accidents must be reported in writing to the League.

TEAM CONDUCT – MANAGERS / COACHES / PLAYERS

A manager, coach, player, substitute, attendant or other personnel shall not:

1. Deliberately throw a bat or a helmet.
2. Call “time” or use and command or commit any act for the purpose of trying to cause the opposing pitcher to balk.
3. Use words or acts to incite spectators to demonstrations, or use profanity, gestures/remarks that reflect upon an opposing player, umpire or spectator.
4. Enter the area behind the catcher while the opposing team’s pitcher or catcher is in their positions.
5. Use amplifiers or bullhorns on the bench or on the field during the course of a game.
6. Maliciously run into a fielder. No base runner is permitted to “barrel” into another player. A base runner should slide, give himself up, or go around a defensive player when the defensive player has the ball. If the defensive player does not have possession of the ball he or she cannot block the base. If in the judgment of the umpire unnecessary contact is made which could be considered potentially dangerous, the umpire may eject the player.
7. Have any object in his possession in the coach’s box other than the scorebook.
8. Be outside the vicinity of the designated dugout (bench) bullpen area if not a batter, runner, on-deck hitter, in the coach’s box or one of the nine players on defense.
9. Verbalize in any way with the opposing team for the purpose of intimidation.
10. Exhibit behavior that is not in accordance with the spirit of fair play or charge an umpire.

In items 1, 2 and 6 the umpire shall eject the offender from the game. Failure to comply will result in the game being forfeited. In items 3, 4, 5,7,8,9, and 10, if the offense is judged to be minor in nature the umpire may warn the offender and then eject him if he repeats the offense. In item 6, an ejected player is declared out.

PENALTIES -- TEAM CONDUCT

1. Umpires will report any manager, coach, player or organization that violates any rules. Records of these complaints will be kept on file by JAA for future reference.
2. Any person or team who receives complaints by umpires or League Officials will be subject to review by the Commissioner and Board of Directors and penalties may be imposed.
3. When a manager, coach, and or player(s), or spectator is ejected from a game, they must leave the field immediately. Failure to do so will result in forfeiture.
4. Any manager, coach or player ejected from a game will be suspended for the following game.

(Note: An ejected person should not be able to be seen or heard by the umpires.)

GENERAL RULES

1. Each team should schedule at least one practice per week. This is an intramural league and the objectives are for the children to learn and to have fun. Winning should be secondary to teaching the children proper fundamentals and sportsmanship. Players

- should be divided into groups during practices so that nine players aren't standing around in the field while one person bats.
2. Coaches should try to maintain decorum on the sidelines during games. Heckling an umpire or opposing players is not permitted.
 3. Coaches should review ground rules with the umpire prior to the start of each game.
 4. In the event of inclement weather or unplayable fields, coaches will be notified of game cancellations at least one hour before game time. Decisions regarding cancellations will be made throughout the day depending on the changes in the weather. A cancellation of a 10:00AM game does not necessarily mean that a 3:00PM game will be cancelled. A game that is not official will not be replayed.
 5. In the event a player has a conflict with another game, Jericho Little League game must take priority unless it is a sanctioned JAA Travel Team.
 6. All players must be in full uniform in order to play. Violation of uniform rules may result in loss of insurance in the event of injury. Batters and base runners must wear helmets. Catchers must wear a facemask with a throat protector, catcher's helmet, chest protector shin guards and athletic supporter with cup. Full uniforms consist of:
 - Uniform shirts tucked into pants. Undershirt's colors should match one of the colors in the shirt, but may not be white.
 - Uniform pants or white sweatpants. NO SHORTS.
 - Uniform hat.
 - Rubber cleats are highly recommended. Sneakers are permitted but not recommended. Metal spikes are prohibited.
 - Jewelry is prohibited.
 7. All players will be placed in the batting order. Any player arriving after the start of the game will be placed at the end of the batting order.
 8. Coaches should make an effort to put players in different positions in the field. No player is permitted to sit out for more than one inning in a row or more than two innings per game. All players must play in the field at least three innings every game.
 9. Only the batting team is permitted to coach in the coach's boxes at first and third base. No other players or spectators are permitted near the baselines or field. Only the head coach is permitted to speak with the umpire during play. There is no longer an on-deck circle as mandated by Little League Williamsport for safety reasons. There is no bat swinging permitted anywhere other than the batters box. Little League is emphatic about this and insurance could be denied in the event of an accident.
 10. Prior to the start of each game, managers will exchange lineups of their teams.
 11. Each team will keep a scorebook, which should include each team's lineup and each batter's turn at bat. The score of the game should be verified each half inning. It is the responsibility of the winning coach to report the score to the league division head and to write an article for the Jericho/Syosset Tribune. The article should mention the Sponsor's name and the team name (i.e., Prudential Securities Blue Jays). Articles can be faxed to (516) 742-5867.
 12. Coaches are responsible for proper use and return of equipment at the end of the season. Replacing unreturned equipment each year is unnecessarily expensive. Failure to return equipment could result in not being able to coach in upcoming sports.
 13. Bats may be either a softball or baseball bat that meets the following specifications:
 - Smooth rounded stick made of wood or metal.
 - Not more than 33 inches in length.
 - Not more than 2¼ inches in diameter, if wood, not less than 15/16 inches in diameter (7/8 inches for bats less than 30 inches) at the smallest part.

- Bats must be taped or fitted with a sleeve for a distance not exceeding 16 inches from the smallest end.
14. BAT PROTESTS MUST BE MADE BEFORE A PLAYER USES IT, NOT AFTER. Bats should be inspected prior to the game to avoid protests during the game.
 15. Safety issues are of concern to all of us. Please be sure to bring ice packs and first aid kits to games. Ice packs should be carried separately from the equipment bag so they won't break inside the bag. Players are required to leave the game if they are bleeding and to return, if able, only after the bleeding stops and they are clean. Bloody uniforms must be removed from the child. He/she may borrow a coach's shirt.

Accident reports must be filled out immediately after an injury that requires a player to leave the game and not return. Reports should be submitted to the division commissioner.

PITCHING MACHINE RULES

1. A coach from the team batting will feed the ball into the pitching machine. If no coach is available, a parent will feed the ball into the machine.
2. Each batter will receive five (5) pitches in which to hit the ball fairly. The umpire and coach should keep track of the remaining pitches. The batter is out if he/she does not put the ball in play with three (3) exceptions:
 - The batter strikes out before the 5th pitch.
 - The umpire rules the pitch un-hittable, in which case another pitch will be thrown.
 - The batter fouls off the last pitch, in which case the batter will be given another pitch. The batter continues to receive additional pitches if he/she continues to foul off pitches so that he/she cannot strike out on a foul ball.
3. No balls will be called and no walks will be issued. There are no called strikes in Kindergarten, first and second grades.
4. Batters hit by a pitch will not be awarded 1st base and will be given another pitch unless the umpire rules that the pitch was hittable.
5. One fielder must play the pitcher's position with at least 1 foot inside the 8' circle around the pitcher's mound. The pitcher is not allowed to play behind nor in front of the machine.
6. A batted or thrown ball which hits the pitching machine or the person feeding the machine will be considered a single with all base runners advancing one base.
7. In the event of a breakdown of the pitching machine, the coach from the batting team shall pitch at a speed similar to that of the machine with the same rules in effect.
8. 2nd and 3rd grade level boys and 3rd and 4th grade level girls will check the schedule when using the pitching machine.
9. Pitching machines (wheel and generator) are to be put back into the shed after use. **NO GASOLINE IS TO BE LEFT IN THE SHED.**
10. Teams playing each other should call and communicate who will bring the gasoline and extension cord for the pitching machine.

PEE WEE LEAGUE – DIVISION I – KINDERGARTEN (T-BALL)

GENERAL RULES

1. Number of players on the field – all.
2. Number of innings per game – 1½-hour time limit.
3. Base distance – 50' from back of home plate.
4. No pitcher or catcher permitted.
5. A complete inning shall be when the offensive team bats all players.
6. T-ball. Players will hit off batting "T" Three (3) swings are permitted.
7. Bunting, leading, stealing and sliding are NOT permitted..
8. Two (2) coaches of the defensive team are permitted on the playing field for instruction. The team at bat should have three (3) coaches to assist, 1st and 3rd base and batter.
9. No scores or standings are to be kept.
10. See manual concerning weekly instructions for players. This manual is to be followed.
11. Only bats supplied by JAA will be used. No other bats are permitted.
12. The coach must rotate all players to all positions. The batting order must also be rotated so that players bat in different spots in the lineup.

PEE WEE LEAGUE – DIVISION II – 1ST GRADE BOYS (MODIFIED T-BALL)

GENERAL RULES

1. Number of players on the field – all.
2. Number of innings per game – 1½ -hour time limit.
3. Base distance – 50' from back of home plate.
4. No pitcher or catcher permitted.
5. A complete inning shall be when the offensive team bats all players.
6. Players will use "T" for first three (3) games and then have coach pitch. Players who need "T" will continue to use and be allowed three (3) pitches.
7. Bunting, leading, stealing and sliding are NOT permitted.
8. Two (2) coaches of the defensive team are permitted on the playing field for instruction. The team at bat should have three (3) coaches to assist, 1st and 3rd base and batter.
9. No scores or standings are to be kept.
10. See manual concerning weekly instructions for players. This manual is to be followed.
11. Only bats supplied by JAA will be used. No other bats are permitted.
12. The coach must rotate all players to all positions. The batting order must also be rotated so that players bat in different spots in the lineup.

ROOKIE DIVISION – 2ND GRADE BOYS

GENERAL RULES

1. Number of players on field – all.
2. Number of innings per game – 1½ -hour time limit.
3. Base distance – 50' from back of home plate.
4. No pitcher or catcher permitted.
5. A complete inning shall be when the offensive team bats all players.
6. Players needing "T" will use. Three (3) swings are permitted.
7. Bunting, leading, stealing and sliding are NOT permitted.
8. Two (2) coaches of the defensive team are permitted on the playing field for instruction. The team at bat should have three (3) coaches to assist, 1st and 3rd base and batter.
9. No scores or standings are to be kept.
10. Coaches will pitch at all times, except when pitching machine is used.
11. See manual concerning weekly instructions for players. This manual is to be followed.
12. Second half of season pitching machine will be used. See pitching machine rules.
13. The coach must rotate all players to all positions. The batting order must also be rotated so that players bat in different spots in the lineup.

“A” DIVISION - 3RD GRADE BOYS – MINOR LEAGUE

GENERAL RULES

1. Each team will play with 10 players on the field, including four (4) outfielders. The outfielders must play at least 15' behind the base path or, if the outfield has grass, the player should be on the edge of the grass.
2. If one team is short players and the other team has extras, move players over so the game can be played.
3. All games will be played for the full 2 hours. The offensive team will switch at bats when one or the other of the following occurs – three (3) outs or six (6) runs.
4. There is no mercy rule.
5. Pitching machine will be used for first half of season. See pitching machine rules. Pitching will start the second half of the season. See “**Pitch Count Amendment**”. Pitching will be from 46’.
6. No bunting, no leading, and no sliding are permitted. Stealing will be allowed at the second half of the season to prepare for the 4th grade. There will be a maximum of 3 advances per inning. Any wild pitch, passed ball or ball thrown back by the catcher to a position player where the runner advances will count.
7. No standings are to be kept.
8. Only offensive coaches are to be on the field, at 1st and 3rd base. NO EXCEPTIONS.
9. See manual concerning weekly instructions for players. This manual is to be followed.
10. No players will advance on any overthrows.
11. No player can sit out a second inning until the fourth inning of play is complete.
12. The coach must rotate all players to all positions. The batting order must also be rotated so that players bat in different spots in the lineup.

“AA” DIVISION – 4TH GRADE BOYS – MINOR LEAGUE

GENERAL RULES

1. Each team will play with 10 players on the field, including four (4) outfielders. The outfielders must play at least 15' behind the base path or, if the outfield has grass, the player should be on the edge of the grass.
2. A game is six (6) innings and is official after four (4) innings or 3½ if the home team is ahead. If a game is tied after six (6) innings extra innings may be played as long as time permits.
3. 2-hour time limit – No inning may start after two (2) hours. Once an inning has been started it must be completed. In the event of rain or darkness ending play, the final score will revert to the last complete inning as long as the game is official in length. Games that are not official will not be played unless able to do so.
4. Eight (8) players are required to start a game. Failure to field eight (8) players will result in a forfeit. If you know in advance that you will not have enough players, contact your Division Head to get players from other 4th grade teams that are not playing to avoid the forfeit.
5. If a team is ahead by 12 runs after the 5th inning the game will be considered over.
6. Bat throwing will not be tolerated. The team will be given one (1) warning. Any bats thrown after that warning will result in the batter being called out. In such a case the ball is dead and the runners must return to their previously occupied base.
7. No leading until the ball crosses the plate. After one (1) warning the player will be called out.
8. Bunting will be allowed in the 2nd half of the season.
9. Stealing is allowed with a maximum of three (3) advances per inning. Any wild pitch, passed ball, or ball thrown back by the catcher to a position player where the runner advances will count.
10. Infield fly will be applied in the 2nd half of the season. The ball is “alive” and the runners advance at their own risk.
11. If the umpire rules that a batter was hit by a pitch that was in the strike zone, it will be considered a strike, not a hit by a pitch.
12. a. A batter struck by a pitch will be awarded a base. This rule does not change Rule #11.
b. Any pitcher who has struck 2 batters in an inning or 3 in a game will be removed.
c. No intentional walks permitted.
13. Pitching rotations: See “**Pitch Count Amendment**”
14. Pitching will be from 46’
15. Two (2) visits to the pitcher’s mound in one (1) inning to the same pitcher are allowed. Upon the third visit in the same inning that pitcher will be removed.
16. Batting out of turn constitutes an out for the batter who batted out of turn, only when appealed by the defensive team after the first pitch but before the second pitch. If the appeal is successful, the outcome of the first pitch to the batter who batted out of turn is negated and the at-bat for the correct batter starts over.
17. Runners will not be permitted to advance without the benefit of a fair hit ball or being forced to advance by the batter being awarded first base.
18. No player can sit out a 2nd inning until the 4th inning of play is complete.

MAJOR DIVISION - (5TH, 6TH, AND 7TH GRADE BOYS)

GENERAL RULES

1. Each team will play with 10 players on the field, including four (4) outfielders. The outfielders must play at least 15' behind the base path or, if the outfield has grass, the player should be on the edge of the grass.
2. A game is six (6) innings and is official after four (4) innings or 3½ if the home team has the lead. If a game is tied after six (6) innings, extra innings may be played as long as time permits.
3. 2-hour time limit – No inning may start after two (2) hours. Once an inning has been started it must be completed. In the event of rain or darkness ending play, the final score will revert to the last complete inning as long as the game is official in length. Games that are not official will not be played unless able to do so.
4. Eight (8) players are required to start a game. Failure to field eight (8) players will result in a forfeit. If you know in advance that you will not have enough players, contact your Division Head to bring up 4th grade boys.
5. If a team is ahead by 12 runs after the 5th inning the game will be considered over.
6. Bunting is allowed.
7. An advance on a wild pitch, passed ball, or errant throw is allowed – live ball.
8. Stealing is allowed, with a maximum of three (3) advances per inning.
9. Infield fly is in effect.
10. a. A batter struck by a pitch will be awarded a base.
b. Any pitcher who has struck two (2) batters in an inning or three (3) in a game will be removed.
11. Pitching rotations: See "***Pitch Count Amendment***".
For playoffs all league-pitching rules apply, pitching rotations do not change.
11. Pitching will be from 46'
12. Two (2) visits to the pitcher's mound in one (1) inning to the same pitcher are allowed. Upon the third visit in the same inning that pitcher will be removed.
13. Batting out of turn constitutes an out for the batter who batted out of turn, only when appealed by the defensive team after the first pitch but before the second pitch. If the appeal is successful, the outcome of the first pitch to the batter who batted out of turn is negated and the at-bat for the correct batter starts over.
14. No player may sit out a 2nd inning before all players sit out one (1) inning. (Exception – pitcher.)
15. Intentional base on balls – The defensive team has the option to either pitch four balls to the batter or to inform the plate umpire that they wish to issue the base on balls. This cannot be done before the 5th inning of play and no more than once to any player.

PITCH COUNT AMENDMENT

- a. The manager must remove the pitcher when said pitcher reaches the limit for his age group as noted below, but the pitcher may remain in the game at another position:

Division:

- 5th/6th/7th Grade Boys – 85 pitches per day
 - 3rd & 4th Grade Boys – 75 pitches per day
 - Exception: If a pitcher reaches the limit imposed for his division while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. Note 1.
Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.
- b. Pitchers must adhere to the following rest requirements
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed
 - If a player pitches 21-40 pitches in a day, one (1) calendar days of rest must be observed
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed
 - c. An official pitch count recorder must be designated prior to the start of a game
 - d. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - e. The official pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game. The umpire will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - f. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be filed with league officials.
 - g. A player may not pitch in more than one game in a day.

NOTES:

- a. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. When a protest situation is imminent, the potential offender should be notified immediately.
- b. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitchers has observed the required days of rest.

PEE WEE – GIRLS 1ST AND 2ND GRADES

GENERAL RULES

1. Number of players on the field – all.
2. Number of innings per game – 1½-hour time limit.
3. Base distance – 50' from back of home plate.
4. No pitcher or catcher permitted.
5. A complete inning shall be when the offensive team bats all players.
6. Bunting, leading, stealing and sliding are NOT permitted.
7. Two (2) coaches of the defensive team are permitted on the playing field for instruction. The team at bat should have three (3) coaches to assist, 1st and 3rd base and batter.
8. No scores or standings are to be kept.
9. See manual concerning weekly instructions for players. This manual is to be followed.
10. The coach must rotate all players to all positions. The batting order must also be rotated so that players bat in different spots in the lineup.

BANTAM – GIRLS 3RD AND 4TH GRADES

GENERAL RULES

1. Each team will play with 10 players on field, including four (4) outfielders. The outfielders must play at least 15' behind the base path or, if the outfield has grass, the player should be on the edge of the grass.
2. If one team is short players and the other team has extras, move players over so that game can be played.
3. All games will be played for the full two (2) hours. The offensive team will switch when one of the following occurs – three (3) outs or six (6) runs.
4. There is no mercy rule.
5. Pitching machine will be used for the first half of the season and then players will pitch from 35'. See pitching machine rules. Anyone pitching will be allowed a maximum of three (3) innings per game and six (6) innings in a week.
6. No bunting, no leading and no sliding. Stealing will be allowed at the second half of the season to prepare the players for the 5/6 level. There will be a maximum of 3 advances per inning. Stealing will be of third base and home plate only – NOT SECOND BASE. Advances will apply to all wild pitches, passed balls, wild throws, etc.
7. No standings are to be kept.
8. Only offensive coaches are to be on the field at 1st and 3rd base. NO EXCEPTIONS.
9. See manual for weekly instructions for players. This manual is to be followed.
10. Windmill pitching will be allowed during the second half of the season to prepare for the next level.
11. No players will advance on any overthrows during the first half of the season.
12. The coach must rotate all players to all positions. The batting order must also be rotated so that players bat in different spots in the lineup.
13. No player can sit out a 2nd inning until the 4th inning of play is complete.
14. a. Pitcher will be replaced if they walk six (6) batters in an innings – rule then applies to new pitcher.
b. During the second half of the season a batter struck by a pitch will be awarded a base.
c. Any pitcher who has struck two (2) batters in an inning or three (3) in a game will be removed.
15. Pitching rotations:
Less than 4 innings – one (1) day of rest is mandatory.
A pitcher who faces one batter and is removed will count as an inning pitched.
Innings pitched in games that are declared no contest will be charged against the pitchers innings for the week.
16. Infield fly not in effect – but teach girls so they are ready for 5/6 girls next season.

PONY – GIRLS 5TH AND 6TH GRADES

GENERAL RULES

1. Each team will play with 10 players on the field, including four (4) outfielders. The outfielders must play at least 15' behind the base path or, if the outfield has grass, the player should be on the edge of the grass.
2. A game is six (6) innings and is official after four (4) or 3½ if the home team is ahead. If a game is tied after six (6) innings, extra innings may be played as long as time permits.
3. 2-hour time limit – No inning may start after two (2) hours. Once an inning has started it must be completed. In the event of rain or darkness ending play, the final score will revert to the last complete inning as long as the game is official in length. Games that are not official will not be played unless able to do so.
4. Eight (8) players are required to start a game. Failure to field eight (8) players will result in a forfeit. If you know in advance that you will be short players, contact your Division Head to bring up 4th graders.
5. If a team is ahead by 12 runs after the 5th inning the game will be considered over.
6. Bat throwing will not be tolerated. The team will be given one (1) warning. Any bats thrown after that warning will result in the batter being called out. In such a case the ball is dead and the runners must return to their previously occupied base.
7. No leading until the ball crosses the plate. After one (1) warning the player will be called out.
8. Bunting is allowed.
9. Stealing is allowed with a maximum of three (3) advances per inning. Stealing will be of 3rd base and home plate only – not 2nd base.
10. Advances will apply to all wild pitches, passed balls, wild throws, etc.
11. Infield fly will be in effect.
12. a. All pitchers will be allowed a maximum of six (6) innings per game and six (6) innings in a week.
b. Pitchers will be replaced if they walk six (6) batters in an inning – rule then applies to new pitcher.
c. A batter struck by a pitch will be awarded a base.
Any pitcher who has struck two (2) batters in an inning or three (3) in a game will be removed.
13. Pitching rotations:
Less than 4 innings – one (1) day of rest is mandatory.
4 -6 innings – three (3) days of rest is mandatory.
A pitcher who faces one (1) batter and is removed will count as an inning pitched.
Innings pitched in games that are declared no contest will be charged against the pitchers innings for the week.
For playoffs all league-pitching rules apply, pitching rotations do not change.
14. Pitching will be from 40'.
15. Two (2) visits to the pitchers mound in one (1) inning to the same pitcher are allowed. Upon the third visit in the same inning that pitcher will be removed.
16. Batting out of turn constitutes an out for the batter who batted out of turn, only when appealed by the defensive team after the first pitch but before the second pitch. If the appeal is successful, the outcome of the first pitch is negated and the at-bat for the correct batter starts over.
17. No player can sit out a 2nd inning before all players sit out one (1) inning. (Exception – pitcher).

18. Intentional base on balls – The defensive team has the option to either pitch four balls to the batter or to inform the umpire that they wish to issue the base on balls. This cannot be done before the 5th inning of play and no more than once to any player.

SOME REMINDERS

- A. All teams must rotate players.
- B. Each division should prepare for the following years division (i.e., catchers, pitchers, etc.)
- C. Divisions with instruction manuals should follow guidelines.
- D. All players when not at bat are to be on the bench or behind side of backstop. Players are not to be running around, swinging bats, or sitting with parents.
- E. No coaches are to call players from other divisions to play up – this is to be done by the Division Head.
- F. No one is to cancel a game or change playing dates – this will be done by the Director or Assistant Director of Little League only. Anyone doing this will be dismissed as a coach.
- G. In the “AA” Division, Major Division, and Pony Division scorecards are to be exchanged before playing of game.
- H. Under no circumstances will any rules be changed by coaches during a game. All rules set forth by JAA will be followed. Any questions are to go to the Division Head.
- I. Pinch runners will be allowed once the batter reaches base in the event of an injury. The runner will be the previous batted out.
- J. Speed up rule – If catcher is on base with two (2) outs, last batted out will run.
- K. Pitching rules do not change for playoffs.
- L. Remember, not all players have the same ability. Coaching should be equal to all players.

Children should look forward to coming to play. Let’s have fun – remember that winning isn’t everything. Also a good reminder – Win or Lose we do it as a team.
Have a good season.

Bill Coyle
Gary Strauss
Jericho Athletic Association