

Jim Dean

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Sent: Monday, June 5, 2017 3:43 PM
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Cc: 'Jeff Huang'; 'Ken Allen - D2 - DUC'
Subject: 19U Playing Rules

Sorry for the delay. I am working on a full Constitution, By-Laws, and Playing Rules document. The two sources I am using are (1) Big League documentation from the D6 site, and (2) our pre-season meeting.

Here is the playing rules section. I have included all the 19U contacts on the D2 web site. Please forward to your umpires. Feel free to send any feedback to me.

PLAYING RULES

The 19U rules are based on the Official Regulations, Playing Rules and Policies of Little League Baseball as published in 2016 when it last included Big League. The Rules of the Big League Division of Little League Baseball (in 2016) are in effect, except as modified by the following:

RULES AGREED TO AT THE PRE-SEASON MEETING:

- A. This will be a "wooden bat" program. Therefore all bats must be made of wood and also adhere to rule 1.10 of the 2016 Official Rules regarding size and weight, etc.
- B. There is no "per-inning" run limit, but the 10-run Rule *is* in effect.
- C. The season will run from mid-May to mid-August, at a rate of 2 games per team per week, with a playoff at the end. The Convener will set the playoff format. Players must have played 40% of his/her team's regular season games in order to be eligible for the playoffs. (Appeals of the 40% rule may be made to the 19U Board).
- D. For the inaugural 2017 season, at least, there is no equivalent of Little League's "Tournament Play". (i.e. no All-Star teams, no "Provincials").
- E. The home team must supply *two* umpires and at least *two* new baseballs per game (the usual 80CC type, same as used in Senior Little League).
- F. No new inning may start more than **2 hours** after the *scheduled* start of the game.
- G. Games can be played with 8 players. Teams will be allowed to borrow players from their opponent in order to prevent a forfeit. A team may borrow players only up to a total team lineup for the game of 10 players.
- H. Standings will be based on points; 3 points for a win, 2 for a tie, 1 for a loss, and 0 for a loss by forfeit.

RULES FROM THE D6 BIG LEAGUE THAT WILL BE MODIFIED AND ADOPTED AFTER A VOTE:

1. Any changes in scheduled games for rainouts must be agreed upon by the coaches involved and made up as soon as possible. Changes must be communicated to the convenor within twenty-four hours. *(Any game not completed by the end of the season is subject to the 19U Constitution yet to be ratified, but is likely to be considered a "no-game", with neither team getting any points.)*
2. Home team coaches are to notify the convenor and the visiting team's manager and umpire scheduler no later than one hour prior to game time, if their game cannot be played due to field or weather conditions. If no notification and the umpires arrive at the field, and the game had been cancelled or postponed the umpires WILL BE paid. Once a game has commenced only the umpire shall be the sole judge as to when and whether a game must be suspended due to unsuitable weather conditions or the unfit condition of the playing field. Waiting periods are outlined in the Rule book. The HOME team will supply the game balls for each home game.
3. Any player or coach ejected from a game must serve a mandatory one-game suspension as per the 2016 Official Rules. Additionally, a disciplinary hearing may be convened by the 19U Chairperson and further action may be taken. Ejection of players and or coaches from a game will be reported to the 19U Convenor and the Chairperson immediately following the game. Reporting will be the responsibility of the home plate umpire or the umpire crew chief of that game AND also the manager of the affected team. *(The 19U Discipline Code, yet to be ratified, will be used as the basis for consequences.)*
4. If a team is unable to dress at least 8 players, including after borrowing players from the opponent as per item "G" above, fifteen minutes past the published game start time, then they shall forfeit the game. The score will be entered in the records as 7-0. If the team has exactly eight players, there will NOT be an automatic out for the missing ninth player; however a team falling below eight players due to ejection will forfeit the game, regardless of the score at the time of ejection.
5. In order to prevent injuries, contact between players must be avoided. Failure to do so may result in the offending player being ejected from the game. Any intentional contact or attempt at intentional contact will result in immediate ejection from the game and the offending player will be subject to rule 3 above.
6. Any player warming up a pitcher must wear a regulation face mask and helmet. Only a player may warm up a pitcher.
7. A game is considered valid when five innings have been completed (four and one-half if the home team is ahead). If a game must be abandoned due to darkness or bad weather, and less than five complete innings have been played (less than four and one-half if the home team is ahead), the game shall be resumed at the exact point at which it was abandoned and played to completion. If the home team is ahead and more than four and one-half but less than five complete innings have been played, the score in effect at the time of abandonment will stand. If five or more innings have been completed, the score may be subject to "roll-back" to a previous depending on if the visitors took the lead in the final inning ahead and the home team was unable to complete their half of the last inning.
8. A game which ends in a tie will stand as a tie.
9. A new inning cannot be started after two hours past the scheduled start time of the game.
10. There is free substitution at all positions. Official Rule 3.03 b and c will apply.
11. All players dressed for the game will be in the batting order. This will include play-off games.
12. Protested games will only be considered when based on a violation or interpretation of a playing rule or use of an ineligible player. No protests will be considered based on an umpire's judgment call.
13. 16 year old players may not be used in 19U. No player who is eligible by Little League's "League Age" to play in Senior Little League may play in the 19U program. Over-age players may not be used in 19U.

14. Team standings will be determined on the basis of points. A tie breaker will be determined by the team with the highest number of wins.
15. Games not played as scheduled are to be made up as soon as conveniently possible for the two teams. If an agreement cannot be achieved on the time and location, the Convener is to be notified by the teams involved, and will establish a time and location.
16. At the end of each game, the coaches are to compare and verify each other's score and pitching records. BOTH teams must then enter their game results into the District 2 web site within twenty-four hours of each game, with the score and the pitching records. It is important to communicate the score as soon as possible. This information will be used to produce up-to-date standings for newspaper publication as well as your own knowledge.
17. Teams should consult the 19U Convenor about the playoff format(s).



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