

JUNIOR BOYS RULES

Diamond Layout

- a) Base lengths are **75 feet**
- b) The pitching rubber is placed at a distance of 50 ft.
- c) A 9" hardball is used

League Rules

Early Games:

The starting time for each game is 6:00pm. No new inning shall start after 8:00pm and everyone must be off the diamond by 8:15 pm. During the regular season, for a diamond on which there is no second game scheduled, the game can go beyond the 8:15pm to complete the last inning.

Late Games (Bernie Amlin Field & Tom Wilson Field):

The starting time for late games is 8:30pm. No new inning shall start after 10:15pm and at 10:30pm everyone must get off the field.

New Inning Start: An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred.

All games:

1. If not enough players are available at the scheduled starting time, the game must begin no later than 15 minutes after the scheduled start time of the game with the players who are present.
- 2.a) If after a coach has contacted all his players prior to a game, and is still unable to field **9 players**, a player may be called up from the division below, **HOWEVER**, the player must play in the outfield only. An exception can be made when that player has previously played in the division above for 2 or more games and it is considered to be safe by the parents and coach for that player to take their turn in the infield. The player must also bat in the regular batting order. ... b) The call-up must not play more innings than a regular player in that division. The oldest players from the division below, who are capable of playing up (as determined by the coordinators and coaches), should be called first and if they aren't available, then the players who are 1 year younger may then be called if the coordinators and coaches feel it is safe for them to play in the division above.
3. During the regular season, if a team is short a player, then that team may borrow a player from the other team to play defensively only, in the outfield. The borrowed player is taken as the last batter from the previous inning or half-inning. (The borrowed player will most likely change from inning to inning.)
4. It is the responsibility of the home team coaches to set up the diamond, including chalking, and supply two game balls (one new and one used). The home team is listed on the right, i.e. 2 vs. 1. Team #1 is home team and shall occupy 3rd base line bench. Please arrive at least 15 minutes early to set up diamond.
5. Cell phones or electronic devices are not permitted on the playing field.
6. Full uniform - The house league supplied shirt, caps or visors must be worn. For each player not in complete uniform, one out will be charged to the team. The uniform shirt must be tucked into the **appropriate white baseball pants**. No shorts or jewelry are allowed. No metal spikes are allowed. Pelvic protection and mouth guards are strongly recommended. A face mask must be worn when warming up a pitcher in a crouched position, on or off the field.

- 7.** All players must bat in a continuous batting order. The batting order must be rotated continuously throughout the regular season so that all players have an equal # of times at bat and an equal opportunity to bat 1st, last, etc. whenever possible. The batter that was to bat next after the last out should become the 1st batter the very next game with the last out being the last batter, and then all late players will be placed after that.
- 8.** The catcher must properly wear all supplied equipment. The batter and base runners must wear a helmet with the chin strap properly fastened.
- 9.** All players must play an equal number of innings where possible.
- 10.** No player should play more than 2 consecutive innings in the infield or the outfield, whenever possible during the regular season.
- 11.** Unless a parent requests otherwise, players must be rotated so they play equal number of innings infield and outfield whenever possible, with no more than 2 consecutive innings in one position. Every player should have an equal opportunity to play every position, with the exception of pitcher and catcher, continuously throughout the regular season.
- 12.** Aluminum barrel bats are acceptable, however Composite bats are prohibited. If a player brings a composite bat into the game, the player is given an out, the owner of the bat is given a warning and the bat is removed from the game. If the bat reappears again, the owner of the bat shall receive a game suspension.
- 13.** The first time a bat is thrown in a game, the umpire will give both teams a warning. The next player to throw a bat for either team will be called out. No runner advances.
- 14.** A runner hit by a batted ball is out when he/she is touched by a fair ball in fair territory before the ball has touched or passed an infielder. When a fair ball goes through or by an infielder and touches a runner immediately in back of him, or touches a runner after being deflected by an infielder and the ball is in play, the runner is not out.
- 15.** If a ball is thrown out of play, each runner including the batter-runner may advance two bases. When such wild throw is the first play by an infielder, the umpire in awarding such bases shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.
- 16.** If a pitcher hits 2 batters in the course of an inning, he/she will not be allowed to pitch for the remainder of that inning but may return to pitch in a later inning. If a pitcher hits 3 batters during the course of a game, that pitcher will not be allowed to pitch for the remainder of the game.
- 17.** With 2 outs, or the maximum run limit is in scoring position (on 2nd or 3rd base) with less than 2 outs and the catcher gets on base, or is on base, he/she may be substituted with a courtesy runner (the player who made the last out) to allow the catcher to dress for the next inning.
- 18.** The plate umpire shall stand behind the catcher and must wear a face mask and chest protector. The 2nd umpire is the traditional base umpire.
- 19.** Good sportsmanship must be shown at all times therefore coaches should not run up the score.
- 20.** Sliding head first is NOT allowed and will result in the runner being called out. If a runner is leading off and dives back (not slides) to a base before being tagged out, he/she is safe.
- 21.** Coaches must notify the coordinator if a player quits.

Playing Rules

1. 7 innings is a full game. If a game is called due to weather, 4 entire innings (3 1/2 if the home team is ahead) must be completed to constitute a full game. If 4 or more innings have not been played, the entire game may be rescheduled by the coordinator.
2. Each team may score a maximum of 6 runs per inning for the first 6 innings. Only the 7th inning will be deemed the last inning in each game. The last inning will have no maximum number of runs and will end with 3 outs only. If time runs out, the score will revert back to the last complete inning.
3. The orange safety bag must be used by the runner going to 1st base if a play is being made at 1st base or the batter/runner will be called out. The fielder must touch the white bag before the runner touches 1st base or the runner is safe.
4. To avoid a collision, coaches must encourage players to not stand on a base when a play is not being made.
5. Coaches at any time may communicate only positive instructions to the players on the field.
6. Pitchers may pitch a maximum of any 2 innings or 6 outs per game. Catchers may catch for only 2 innings per game.
7. No intentional walks are allowed. Should an umpire deem that a pitcher intentionally walked a batter, the pitcher will be removed from pitching for the rest of the game and the batter and subsequent batter will both receive a base. Bunting is allowed.
8. Stealing is allowed at all bases, including home, however, base runners must remain in constant contact with the base until the ball leaves the pitcher's hand or the runner will be called out. No leading off! Delay of game: When the pitcher has control of the ball in an 8 ft. radius around the pitching mound, the runner must return to the base or move to the next base or the runner is called out.
9. Where a play is being made, it is the responsibility of the runner to slide to avoid contact. Failure to slide by the runner where contact is made will result in the runner being called out.
10. If the catcher drops the 3rd strike, the runner may run to 1st if it is not occupied or if 1st is occupied and there are 2 outs.
11. The infield fly rule: An out is charged to the batter when he hits a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when 1st and 2nd base are occupied or bases are loaded and there are less than 2 outs. If the ball is handled by an outfielder and in the umpire's judgment, the ball could have been easily handled by an infielder; it is still an infield fly.
12. Do not allow or teach players to throw curve balls.
13. These rules can be amended at any time at the discretion of the Board of Directors.

Play-off Rules

All of the above playing rules apply with the following exceptions:

1. ***Early Games:***

Start at 6:00. No new inning to start after 8:00, off the field at 8:30.

Late Games:

Start at 8:30. No new inning to start after 10:30, off the field at 11:00.

If the start of the game is delayed, no new inning will start after 2 hours from the start of the game and off the field after 2 1/2 hours from the start of the game. If the inning is not completed when the time is up, the score at the end of the last completed inning is the official score.

2. All teams must field 8 players by 6:15 for early games and 8:45 for late games or they forfeit the game.
3. A coin toss will determine the home team for round robin games.
4. 7 innings is a full game. If a game is called due to weather, 4 entire innings (3 1/2 if the home team is ahead) must be completed to constitute a full game. If 4 or more innings have been played, the team winning at the end of the last completed inning will be declared the winner. If 4 complete innings have not been played, the entire game must be rescheduled. The home team must call the Diamond Coordinator to reschedule the game.
5. Points: 2 points will be awarded for a win, 1 for a tie. Games can end in a tie.
6. Field positions (with the exception of pitcher and catcher) are earned throughout the regular season, and thus, players do not need to be rotated. Players must play an equal number of innings where possible.
7. A pitcher may pitch a maximum of 3 innings or 9 outs per game. A catcher may catch a maximum of 3 innings or 9 outs per game.
8. **Championship Game:** After the round robin, the top 2 teams will play a 1 game championship game. If there is a tie in the standings at the end of the round robin, the winner will be determined by head to head. If there is a three-way tie, the team with the lowest runs against will be given a bye to the championship game. You CANNOT be eliminated by this method. There will be a tie breaker game played for the remaining two teams. Championship games will be played in full, weather permitting. If the championship game is called off early due to weather, follow Play-Off Rule #5. For the championship game, the team with the best record (the team with the most points after the round robin) will be home team. If there is a tie, the home team will be determined by head by head. If that game ended in a tie, home team will be determined by a coin toss. If the game scheduled for the Day of Champions is canceled due to rain, it will be rescheduled for later that day or the next day. If the championship game goes into extra innings, the number of innings a pitcher can pitch and a catcher can catch starts over.

The Board of Directors may amend these rules at any time.