

**CITY OF BROOKFIELD
PARKS, RECREATION AND FORESTRY DEPARTMENT
JUNIOR LAKERS LEAGUE RULES AND PROCEDURES
Grades 1&2
2019**

PROGRAM OBJECTIVE

The primary purpose of the leagues is to offer youth an opportunity to participate and enjoy a recreational experience in a healthy competitive setting. The emphasis is upon participation, character development, good sportsmanship and enjoyment. The league is conducted under supervision of the Brookfield Parks, Recreation & Forestry Department, hereafter referred to as the "Department".

NOTE: All games will be played according to the rule book(s) adopted by the Department for the current season. Local rules and adaptations will supersede where applicable. Two competing teams or coaches may not agree to alter any rules.

I. ELIGIBILITY AND ROSTERS

- A. All players must be registered through the Parks and Recreation office prior to participation in any league game or practice.
- B. All registered players will be assigned to a team by the Department. There are no cuts. Coaches cannot add players to the team roster at any time.
- C. The procedure for assigning players to teams is outlined on the registration form. For equity and consistency, an effort is made to assign an equal number of players to each team.

II. FACILITY POLICIES

- A. Supervisors and/or umpires assigned by the Department are responsible for the total operation of program facilities.
- B. No spectators are permitted behind the backstop during the course of the game.

III. EQUIPMENT

A. Uniforms

- 1. Team T-shirts are provided by the Department as part of the registration fee and should be worn at all games. **LONG** pants are recommended.
- 2. Tennis shoes are recommended. Molded rubber spikes may be worn (metal spikes are not allowed).
- 3. Batters, base runners, and on-deck batters are required to wear batters helmets.

B. Balls

- 1. Two 9" Jugs game balls will be provided by the field supervisor or umpire for each game.
- 2. One ball will be given to each team at the conclusion of the game for practice use if available. If only one ball, the home team will receive it.

C. Bats

- 1. A legal bat cannot be more than thirty-three (33) inches in length nor more than **two and five-eighth (2 5/8) inches in diameter**. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. Wooden bats are also legal but cannot exceed thirty-three (33) inches in length.

D. Bases - will be supplied by the Department

E. Jewelry-Casts

1. For safety and injury prevention, all exposed items that are judged to be hazardous or potentially dangerous by the field supervisor and/or umpire may not be worn during the game.
2. This includes, but is not limited to, casts, wristwatches, large rings, bracelets, neck chains, splints or earrings that extend below the ear lobes.

F. Misuse - Players shall handle the equipment with respect. Misuse of equipment (e.g. tossing a helmet against a fence in disgust) is prohibited and will result in a warning and/or ejection if flagrant.

IV. FIELD DIMENSIONS

<u>Grade</u>	<u>Between Bases</u>	<u>Pitching Distance</u>	<u>Home to Second</u>
First and Second	60 feet	46 feet	84' 10¼"

V. PLAYERS AND SUBSTITUTES**A. Line-ups and Batting Orders**

1. **FIVE MINUTES** prior to the start of the game, both coaches must submit the official line-up card, listing the batting order, to the plate umpire.
2. Teams may begin and play a game with only eight (8) players. A team shall not be permitted to start or continue a game with less than eight (8) players. Result - forfeit.
3. Teams having less than thirteen (13) players on the roster may begin and play a game with only eight (8) players.
4. Teams will play with 10 defensive players, 4 in the outfield.

B. Continuous Batting Order Rule

1. Teams **MUST** list **ALL** players reporting for the game in the batting order prior to the start of the game. Each player will then bat in the line-up order for the entire game.
2. Late arriving players are assigned to the last position in the continuous batting order.
3. No player listed in the batting order may leave the order unless they become injured. In the event a base runner becomes injured, the player who made the last out will become the pinch runner. If a player leaves the game due to an injury, their position in the batting order is left vacant, and **NO PENALTY WILL BE ASSESSED**.
4. Players removed from the game or batting order due to injury may not re-enter the game for a minimum of one (1) complete inning. However, after one (1) complete inning, coaches may request of the Field Site Supervisor that the player in question be allowed to re-enter the game. The Field Site Supervisor will only allow a player to re-enter the game if it is in the best interest of the player. The decision of the Field Site Supervisor is absolutely non-debatable.

C. Minimum Playing Time Rule - Coaches are strongly encouraged to play each player equally in the field, however:

1. Every player must play in the field at least two (2) complete innings of the first four (4) innings. By the third inning all substitutes **MUST** have entered the game.
2. Free substitution for all leagues after the fourth inning.
3. Coaches will be "on their honor" to follow the substitution rule. Umpires will **NOT** keep a record due to the time required.

VI. THE GAME

A. Start of the Game

1. The umpire or field supervisor shall have final authority in determining the amount of pre-game practice to be permitted which should be concluded five (5) minutes prior to the scheduled game starting time. Practice will be permitted to teams playing the second game only if there is sufficient time to accommodate both teams.
2. Teams shall be prepared to start games at the designated time.
3. There is a ten (10) minute grace period for the start of the game if a team has less than eight (8) players present.
4. The starting time of the game must be noted on the score sheet.
5. 15 Run Rule: If the leading team is ahead by 15 runs or more at the end of official time, the game will end and the score will stand regardless of which team is at bat.

B. Length of Game

1. All league games will be six (6) innings or a seventy-five (75) minute time limit.
2. No new inning will start after the time limit is reached. Clarification – A new inning begins immediately after the third out of the previous inning has been made, provided there is time remaining.
3. Any new inning started before the 75 minute time limit will be played to a maximum of 90 minutes. At 90 minutes the game will be called even if both teams have not batted. At the point the game is called, the last complete inning will constitute the final score.
4. If the home team is batting and leading in score when the time limit expires, the game is over immediately.
5. No extra inning games will be played. Games ending in ties will be recorded as half a win and half a loss.
6. A game called due to weather conditions, or darkness, will be regulation if a minimum of four (4) innings have been completed. Games will be called if the home team is ahead after three and a half (3 ½) innings. Games tied will also be regulation. At the point the game is called (assuming the game is complete according to the above), the last complete inning will constitute the final score.
7. The field supervisor has authority to determine if a game is to be stopped due to rain, darkness, or other conditions. In the absence of the field supervisor, the umpire-in-chief will have this authority.
8. Any second game on the schedule will receive the full time limit from the time the game starts.
9. The field supervisor's watch is the "official time". In absence of the field supervisor, the plate umpire's watch will be the "official time".

C. General

1. Cancellations - Postponements - Inclement Weather

If there is any doubt as to whether or not the diamond is in playable condition, the following procedure will be used:

- a. The Department will cancel games up to 5:00 p.m. Team coaches **ONLY** are requested to call the Recreation Newsline, **(262) 796-6700**, from 3:00 p.m. to 5:00 p.m. to find out if games are cancelled. Normally a decision will be reached by 4:30 p.m.
- b. **Cancellation of games or additional information can be found on the City of Brookfield website at <http://www.ci.brookfield.wi.us>.**
- c. After 5:00 p.m., participants may call the Newsline to receive a recorded message indicating if the games have been called prior to 5:00 p.m.

- d. If the games have not been called prior to 5:00 p.m., teams must appear at their game location and the field supervisor and/or umpire-in-chief will make the final decision.
2. **Rescheduled Games**
 - a. The Department will attempt to reschedule as many cancelled games as possible. Teams will be scheduled ten (10) games per season. However, due to weather conditions only eight (8) games will be guaranteed.
 - b. Most rescheduled games will be on week nights and occasional Saturdays. League games which are rescheduled will have field priority over previously scheduled team practices.
 - c. Rescheduled games will not be scheduled to accommodate the availability of players and coaches.
3. **Official Scorebook** – The HOME team will be responsible for keeping the score during the game. The umpires will verify the score after each half inning with the official scorecard. At the conclusion of the game, both coaches must sign the scorecard in order for the score to be official.
4. The team bench is restricted to players and four (4) coaches. For safety reasons, players in the bench area should remain seated and behind the fence.

VII. GENERAL PLAYING RULES

A. Pitching Rules

1. Pitching Machine
 - a. No player is allowed within the arc around the pitching machine.
 - b. If a hit ball goes inside the arc and remains there, it is a dead ball and the batter and any other base runner will receive one base.
 - c. If a hit ball passes through the arc, play will continue.
 - d. If a hit ball hits the pitching machine and goes before first or third base, the play is dead and the batter will be able to hit the ball over. There will be no penalty to the batter.
 - e. Strikes will be called by the plate umpire and three strikes will be an out except for foul ball on the third strike. If the player has not advanced to first base after seven pitches, the player will be called out.
 - f. There will be no called balls.
 - g. There will be no walks or hit batsmen. Runners must reach base by hitting the ball in fair territory.
 - h. The “defensive” pitcher must position themselves behind an imaginary line drawn between first & third bases on either side of the pitching machine arc.
 - i. Each player will receive a maximum of seven pitches during each at bat.
 - j. If for some reason the pitching machine is not working, coach pitch will be used throughout the game or to continue the game. The coach pitcher cannot coach players from the pitching mound.

B. Batting Rules

1. Each team will bat 10 players per inning or 3 outs, whichever happens first. A team with fewer than 10 listed on the scorecard will bat 10 players unless 3 outs come first.
2. Time will be called when the last legal batter of an inning is declared out or the defense has stopped the offense from advancing. Runs scored in advance of the out will count.
3. If, in the judgment of the umpire, a bat "is thrown" by the batter at bat, that respective team will be issued a warning by the umpire. Any other member on that same team that "throws a bat" in that game will automatically be declared out and the ball becomes dead at that point.

4. If, in the judgment of the umpire, a helmet "is thrown" by any player, that respective team will be issued a warning by the umpire. Any other member of that same team that "throws a helmet" in that game will be automatically ejected from the game.
5. The tenth batter can not be walked intentionally or otherwise. The tenth batter will remain at bat, until they advance or strike out, whichever comes first.
6. Bunting is not permitted. Batter will be out if bunting is attempted.
7. Infield fly rule **will not** be applied for these grades.

C. Base Running Rules

1. There will be no leading off or stealing.
2. There will be no stealing of home plate.
3. Sliding is allowed at second, third and home plate. For safety reasons, players must slide at any close play. Players that do not slide will be called out. (**See rule VII, D, 3**).
4. On an overthrow that remains in play (other than those listed under C- 1-b, c) runners may advance at their own risk as far as possible. When a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators, the ball is dead and each runner is awarded 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.

D. Double Bases (First Base)

1. A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.
2. When a play is being made on the batter/runner, the defense must use the WHITE portion and the batter/runner the ORANGE portion of the base.
3. The batter/runner must use the ORANGE portion on the first attempt at first base, however should he reach and go beyond first base, he must return to the white portion.
4. Should the batter/runner round the base on a hit to infield or to the outfield, he must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

E. Other Rules

1. For safety reasons, all players, coaches, and bat-boys, should remain sitting on the bench. The batting team is allowed **ONLY** one on-deck batter warming up near the vicinity of the bench area. Also, all unused bats and equipment should be placed inside the fenced-in team area or on the bat-rack during the game.
2. Coaches are reminded that any team member or non-adult coach that warms up the pitcher between innings and/or before the game **MUST** wear a catcher's mask **AND** helmet.
3. The **TEAM AT BAT** is responsible for retrieving all foul balls.

VIII. COACH/MANAGER RESPONSIBILITY

- A. **EACH COACH/MANAGER** shall be completely responsible for his/her team's knowledge of all rules and policies as specifically indicated herein. **PERSONALLY EXPLAIN THESE POLICIES AND RULES TO YOUR PLAYERS.**
- B. Each coach/manager shall notify players regarding schedule and communications from the Parks & Recreation Office.

- C. Team coach/managers or an adult assistant must be present with each team **AT THE TEAM'S BENCH** for the duration of each game and have control of their team at all times. Games will be declared a forfeit if an adult is not present at the scheduled starting time.
- D. At the start of the game, the coach and a maximum of two assistants should identify themselves to the plate umpire. Only these three people are permitted on the field during the course of the game.
- E. Unless they are participating in the normal process of the game, coaches and players are to remain inside the fenced-in bench area. If no benches are available, stay 20 feet from the foul line.
- F. Managers and coaches are not permitted on the playing field during the game with the following exceptions:
 - 1. Visitation to the pitching mound.
 - 2. Attention given to an injured player.
 - 3. A team may have coaches or players in both coaching boxes.
- G. Coaches are responsible for insuring that spectators do not interfere with the conduct of the game.
- H. Personnel officially connected with a team will not smoke on the bench or playing field during practice or while a game is in progress.
- I. Profane language or gestures will not be used by players or coaches at any time; violations will result in ejection by league supervisor.

IX. PLAYER/COACH CONDUCT

- A. Players/Coaches are responsible for their conduct at all times.
- B. By the act of participating, all teams, players, managers, and coaches acknowledge that they are acquainted with and will abide by all League Rules.
- C. Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for suspension (up to one calendar year) by the Recreation Supervisor of the Parks & Recreation Department.
- D. Ejection from a game will constitute automatic temporary suspension through the next regularly scheduled league or playoff game. Two ejections during the season will automatically constitute suspension for the duration of the current season.
- E. An ejected player will immediately vacate the playing area and desist from further comment or action. For the purpose of this rule, the "playing area" will be taken to mean, "far enough away from the field of play so that the ejected player, in the opinion of the officials, has no affect whatsoever on the game, its players, officials or spectators".

X. PROTESTS

- A. Protests are not in the spirit of the league and are strongly discouraged. No protests will be accepted on the umpire's judgment of a play.
- B. The umpire-in-chief and opposing team manager must be notified of the pending protest prior to the next legally pitched ball following the situation to be protested.
- C. If a manager has reason to protest a game, such protest must be in writing and delivered to the Parks and Recreation office on the next business day following the game. A \$10.00 protest fee must accompany any protest. If the League Committee rules in favor of the protesting team, the fee will be returned; otherwise, the fee shall be forfeited to the City.
- D. The League Committee will rule on any protest, suspension, appeals, and any other matters of league concern not specifically enumerated within this operating policy or the Official League Rules.

- E. The League Committee will consist of five (5) members; the Recreation Supervisor, League Coordinator, and three other individuals appointed by the League Coordinator who are knowledgeable about softball. Committee membership will be for one year, June through May.

XI. SUPERVISORS/UMPIRES

- A. **Supervisors** - Supervisors assigned by the Brookfield Parks and Recreation Department are responsible for the total operation of the program and facilities.
- B. **Umpires** - Umpires are representatives of the Brookfield Parks and Recreation Department and are officially in charge of each game.
 - 1. Two umpires will work each game. The plate umpire will serve as the umpire-in-chief and will have complete control of the game and enforce rules and regulations.
 - 2. In the event an assigned umpire does not report, the field supervisor may select a coach or adult who is acceptable to both managers. In the absence of the field supervisor the umpire-in-chief along with the team managers will select on acceptable umpire.
 - 3. The plate umpire is responsible for keeping time of the game and must wear a wristwatch. The starting time of the game must be noted on the game scorecard. The umpire's watch is the official time in absence of the field supervisor.
- C. Supervisors/umpires will discuss rule interpretations only with coaches of the competing teams.
- D. Supervisors/umpires are empowered to eject players and coaches from games for violations of official rules and regulations or unsportsmanlike conduct.

- XII.** Any circumstances arising that are not covered by the Official League Rulebook and the "Junior Lakers/Brewers League Rules and Procedures" will be left to the discretion of the Brookfield Parks and Recreation Department.

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